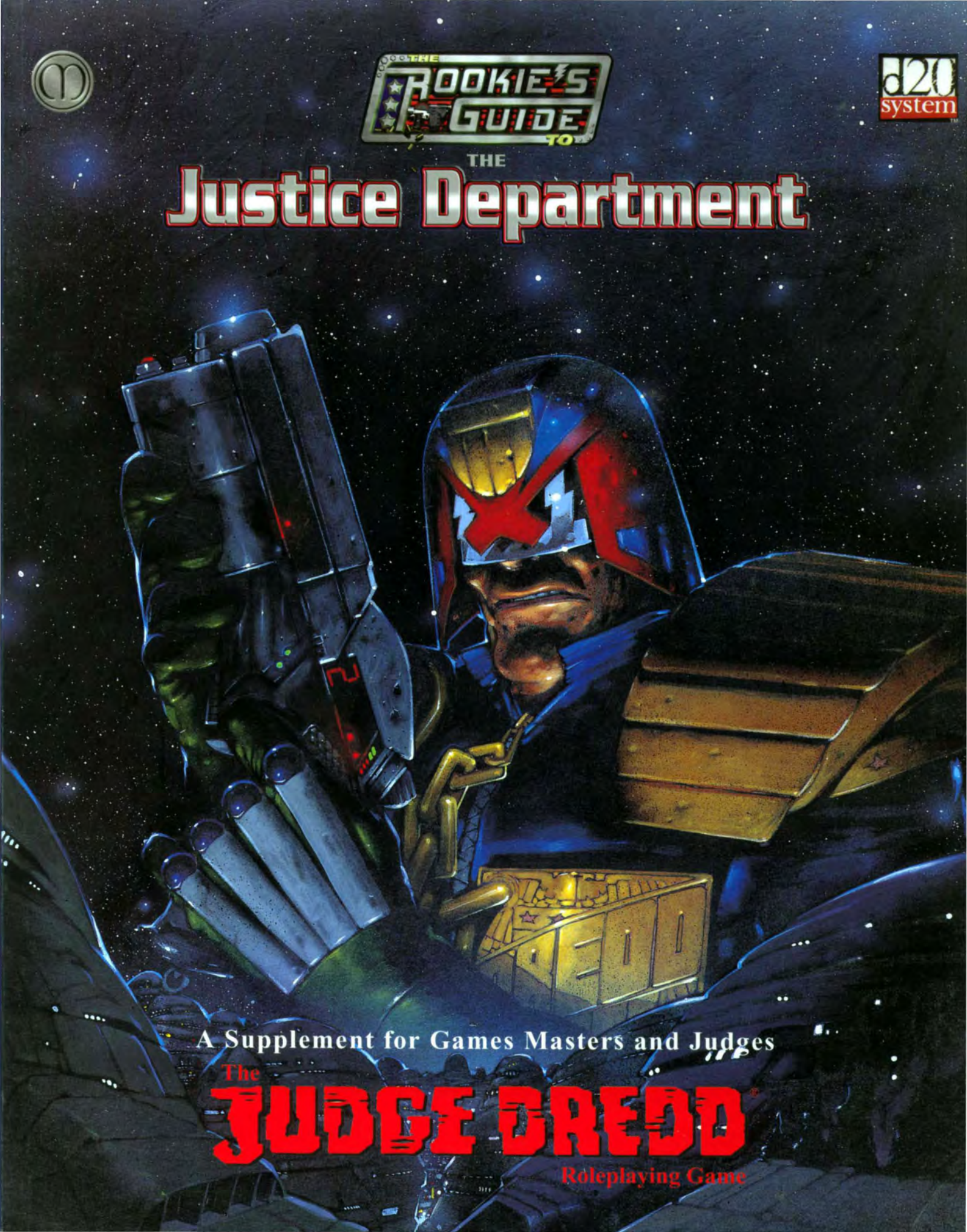
THE ROOKIE'S GUIDE TO
THE
Justice Department
d20 system
A Supplement for Games Masters and Judges
The
JUDGE DREDD
Roleplaying Game

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The Rookies Guide to the Justice Department

John Caliber

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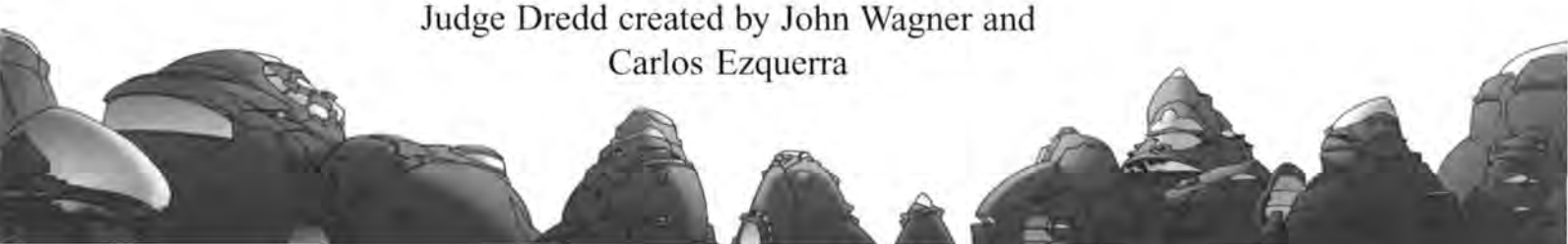
Judge Dredd created by John Wagner and Carlos Ezquerra



Introduction

Mega-City One is known as the toughest city on Earth, a megalopolis where vicious criminals lurk on every corner, ready to rob, murder or sell defective merchandise to innocent and naive citizens. Organised crime bosses control armies of brutal enforcers and professional intimidators to prey upon the innocent, running rackets ranging from protection to organ-legging. Murderous psychopaths and serial killers dwell in every city block. Ninety-five percent of the population is crammed into two-hundred storey city blocks, packed together like rad-sardines. Socially related claustrophobia can transform the most mild mannered blocker into a murderous maniac at any moment, turning on family and friends. Riots are everyday occurrences, often sparked by trivial events such as the unexpected death of a popular soap opera character, or the unexpected return of an unpopular soap opera character. An even more troubling phenomenon is the block war when two or more city blocks battle one another, resulting in thousands of casualties.

A special kind of lawman is needed to keep order in Mega-City One. The judges first appeared shortly after the city was first constructed, initially existing alongside traditional police forces. - a radically new form of 'supercop', empowered to dispense instant justice. The Academy of Law was established to train prospective judges in every aspect of law enforcement. In a further attempt to create superior judges, geneticist and Chief Medical Officer, Morton Judd, developed a reliable cloning technique, so the best and bravest of the judges could live on in an elite bloodline of cloned descendants.

In June 2070, American President Robert Booth initiated the Great Atom War – World War Three. As the war drew to a close, the judges, led by Chief Judge Fargo, impeached Booth and the American government for gross negligence of duty. Booth was sentenced to one hundred years suspended animation and the Senate was disbanded. The Justice Department took their place as the ultimate rulers of Mega-City One and North America.

The Justice Department of 2124 is a vast and diverse organisation. Under the leadership of Chief Judge Barbara Hershey, a multitude of various divisions and resources are dedicated to serve the city and defeat crime in its many guises. Judges can call on anything from a Pest Control Squad to cope with an infestation of rad-rats to the awe-inspiring Holocaust Squad to deal with major catastrophes. The technology available to the judge on the street is likewise diverse, ranging from a personal firearm that shoots six different types of ammunition, to teleportation devices, mighty air fleets of combat hoverships and the terrifying Total Annihilation Device, a tactical nuclear weapon capable of levelling entire cities. These measures may seem excessive until it is considered the judges face death on a daily basis, not only from ungrateful citizens of Mega-City One, but also from mutant hordes attempting to invade from the Cursed Earth, hostile foreign powers with equally deadly weaponry and even supernatural creatures hungry to thirst on human souls. Despite their nerve-shredding opposition, the Justice Department holds firm. Fifteen years of training in the toughest school on Earth have made them more than just men; they are the ultimate combat machines. They are the Law!

The Rookies Guide to the Justice Department

This book is a comprehensive guide to the Mega-City One Justice Department. It presents player-character judges with dozens of new weapons, equipment and vehicles to call upon, as well as an extensive tour of the workings of a Sector House and the Justice Department as a whole. Games Masters will find they have a wide variety of new tools to use when presenting the Justice Department to their players and those with citizen characters would be well advised to review this book so they can discover exactly what they will be up against should they decide to break the Law.

A little gremlin (no doubt an agent from Sov-Block) crept into the *Judge Dredd Rulebook*, with the intention of denying judges access to the H-Wagons of their Sector Houses! The correct text of both the H-Wagon itself and the Back Up checks required to call them while on the street can be found in this book.

Dredd's Comportment

A text book penned by the most famous of all living judges, Joe Dredd, the Comportment is regarded as the definitive guide to how a judge should act and behave and is required reading at the Academy of Law. *The Rookie's Guide to the Justice Department* features excerpts from Dredd's Comportment to further inspire Game Masters and players who wish to more fully understand the workings of a judge's mind and the creed of the Justice Department.

Organisation

The Mega-City One Justice Department was the first law enforcement organisation to introduce the concept of 'instant justice' to the streets. The moment a judge recognised a felony in practice, he had the legal right to personally apprehend and sentence the culprit on the spot, with no cause to fear intervention from lawyers or human rights committees. This justice system spread throughout the world. In many instances, the judges became the local government, some for the good of the nation, others to exploit it for their own greedy ends. The judges of Mega-City One are tireless in their pursuit of law and order for all. They have weathered many catastrophes that threatened their city and have emerged more committed than ever to protect the people of Mega-City One from danger both within and outside its borders.

The organisation of the Justice Department is relatively simple: the Chief Judge and the Council of Five represent the Department and administrate its affairs. Below in the chain of command are the divisional and regional chiefs. The most numerous units exist at the bottom of the chain. They are the street judges, the law enforcers most often encountered by Mega-City citizens. This chapter explores the mechanics and politics of the Justice Department in fine detail.

Accounts Division (Acc-Div)

If there is any division within the Justice Department loathed as much as the SJS, the Accounts Division is probably it. The justice accountants work tirelessly to prepare, manage and deliver the annual Justice Department budget. To achieve this, armies of accounting clerks work within the administrative offices of every major justice facility, from Sector Houses and armouries to the Grand Hall of Justice itself, checking and verifying data, auditing disbursement vouchers and debit memos.

Atlantic Division

Until 2104, Mega-City One only laid claim to Black Atlantic territory 40 miles east of the city wall, not including the Trans-Atlantic Tunnel connecting with Brit-Cit. The Apocalypse War changed the situation drastically, testing the limited Mega-City oceanic defences and finding them wanting. Once Mega-City One had regained a measure of stability after the war, the Council of Five extended their jurisdiction to over one thousand miles east across the Black Atlantic, north as far as the tip of Greenland, and south to the Caribbean Zone. Despite official complaints from Brit-Cit and the East European Enclaves, Mega-City One has not seen fit to retract its decision, fearing another attack should it once more let its Atlantic defences stagnate. Atlantic Division is sub-divided into three sections: Black Sky Patrol, Harbour Patrol and Ocean Patrol.

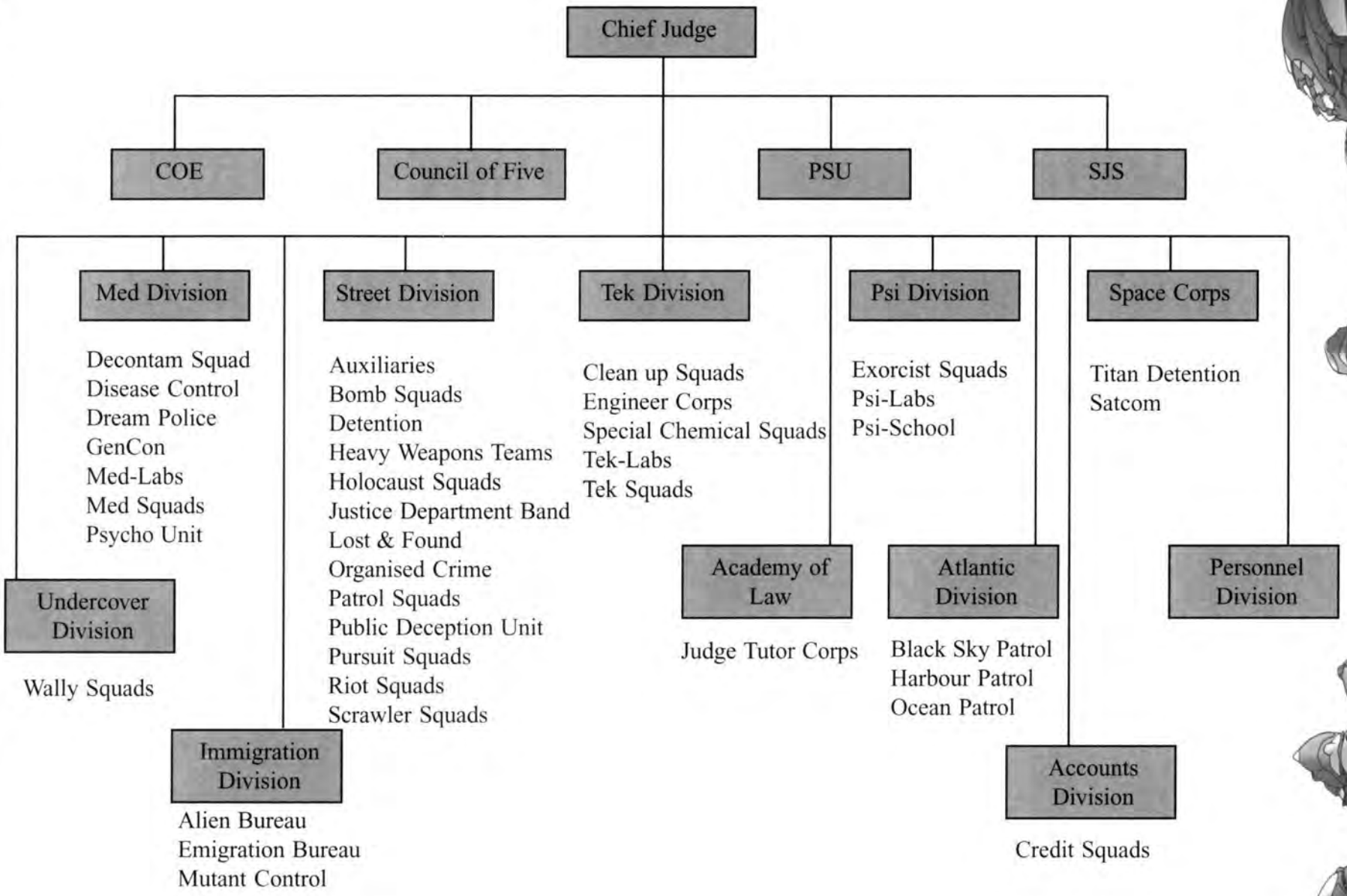
Black Sky Patrol is composed of fifteen wings, ten of which are made up of long-range H-Wagons, the remaining five comprising A-Wagons designed for both airborne and submersible operation. In peacetime, no more than three patrols - usually H-Wagons - are active at any one time. Black Sky Patrol is assigned the duty of policing the flight corridors along the major trade routes, chiefly the Brit-Cit/MC-1, EEE/MC-1 and Pan-Af/MC-1 corridors. The trade corridors face the threat of airborne piracy from forces despatched from sea fortresses just beyond the perimeter of Mega-City authority. Using sleek, custom-built attack ships such as the Killer Shark and Barracuda, the sky pirates' favourite practice is to disable a merchant hovership's antigravity drive, forcing it to make an emergency landing in the ocean. Before the ship can sink, the pirates board and rob it. Fearful of the judges' investigative powers, it is typical pirate practice to kill the entire crew and passenger manifest to prevent them from identifying their attackers when rescued.

Harbour Patrol confines its activities to ocean-going traffic on either side of the Atlantic Wall. Customs vessels make random searches on inbound cargo ships like the solar tankers and mighty dreadnoughts that, because of their size, must harbour along Sea Port (also known as the Finger, formerly Long Island), being unable to enter through the city's Watergates. Ships that do enter Mega-City One are assigned berths along the East Canal that runs parallel to the city wall. Harbour Patrol performs further customs checks once the ships are anchored and police the crewmembers while they go about their dockside business. Foreign travellers are given basic medical scans before they can enter the city streets beyond the docks. Harbour Patrol also keeps an eye on native water-goers, citizens cruising up and down the East Canal in their jet-fins or floating entertainment palaces, as well as the foolish who fancy a dip in the chemical sludge that was once water.

Ocean Patrol performs much the same duties as their airborne comrades, but they employ water-based gunboats to patrol the cargo tankers and pleasure liners making the long trip to and from Mega-City One. Ocean Patrol coordinates anti-pirate operations with the Black Sky Patrol and race towards disabled civilian ships targeted by the pirates and forced to ditch into the water as the Black Sky Patrol swoops down from above.

The justice gunboats represent only a small portion of Ocean Patrol's entire operations. Below the surface of the Black Atlantic, Unmanned Underwater Vehicles (UUV's) perform reconnaissance and exploratory duties along the periphery of Mega-City One territory, searching for new threats and sometimes new discoveries that may benefit the city. The Trans-Atlantic Tunnel has its own permanent contingent of

Justice Department Organisation



judges based in Atlantis, the largest of the service plexes. Stationed along the Northwest Atlantic and Nova Scotia sea basins are chains of defence platforms called MONK's (Mechanised Oceanic Nuclear Kill-pods), numbering twenty-six in total. Replacing the earlier SKUNK series, MONK's are manned by robot crews to reduce human error, occasionally visited by tek-judges to perform necessary maintenance and upgrade station software. Proposals to lay vast amounts of 'brilliant mines' (able to distinguish between organic life and submarines) along the sea floor, followed by massive upgrades to the MONK's, primarily the installation of TAD launch capability, have been shelved due to lack of finances.

The Chief Judge

The ultimate authority in Mega-City One rests with the Chief Judge who makes all decisions regarding policy and represents the public face of the Justice Department both at home and abroad.

The manner in which previous Chief Judges have been selected for the post have varied tremendously. Traditionally, when a crisis has caused the death of the incumbent, a successor has been hurriedly selected from the Council of Five or the Academy of Law. In 2101, Chief Judge Nicolas Griffin was appointed after Chief Judge Cal's one-hundred day reign of terror. Griffin's successor, Hilda McGruder, ex-SJS Chief, was the only surviving member of the Council of Five after the Apocalypse War. Recent incumbents have been placed in office by way of a voting system that has settled, for the time being, into standard practice. Only judges of senior rank are eligible to vote for the new Chief Judge.

The Chief Judge is the senior ambassador of the Justice Department to both the citizens they serve and other city-states, outlining the policies and opinions of Mega-City One. As can be expected, leadership styles vary greatly depending on the character of the current Chief Judge. Hershey, inaugurated in 2121, prefers a reasonably open rule. Her predecessor, Hadrian Volt, killed during the Second Robot War of 2121, began a series of radical reforms that have had resounding consequences for the Justice Department's management of personnel.

Council of Five

The Council of Five are the Chief Judge's most trusted advisors, consisting of the chiefs of the most influential divisions. Once the Chief Judge has ratified department policy, the Council is responsible for its implementation. When the Chief Judge is unavailable to monitor Mega-City One, the Council govern by proxy.

The Chief Judge is responsible for appointing and dismissing members of the Council, though traditionally the Council's complement remains static until the Chief Judge is replaced. There is no typical Council gallery, although few selections have omitted the chiefs of SJS and Street Divisions.

The present Council of Five is made up of Rog Niles (Public Surveillance Unit), Arthur Buell (Special Judicial Squad), James Ramos (Street-Div), Ernest McTighe (Tek-Div) and the first ever representative from Undercover Division, Judge Vonne Hollister.

Covert Operations Establishment (COE)

The COE has evolved from the old American Central Intelligence Agency into an extremely efficient division with influence extending across the Earth. The COE's official mission statement is to counteract threats to Mega-City One, chiefly through intelligence gathering submitted to other divisions, and to take decisive action to resolve threats and maintain the city's integrity.

The COE has limited influence within Mega-City One itself. A department called the Data Collating Bureau (DCB) filters surveillance multimedia obtained by the PSU before it is stored in MACs Central Records. The DCB is the COE's only official presence within the city walls, working passively, archiving the everyday lives of the citizens for future analysis.

The COE's full powers are trained on a scale of global proportions. The GLOSTIN (GLObal Scientific and Technological INtelligence) department is the COE's foreign arm, operating under the cover of the Diplomatic Corps. By fair means or foul, GLOSTIN collects information relating to research and development in foreign military systems, weapons and other materials. GLOSTIN is further sub-divided into two sections: C-Intell and Sci-Intell. C-Intell (Counterintelligence), led by Judge Colby, protects against foreign assassination, espionage, sabotage and intelligence collection efforts. Sci-Intell (Scientific Intelligence), led by Judge Boehm, augments GLOSTIN's prime directives by obtaining early warning of the adoption of new weapons and methods by potential, or actual, enemies.

GLOSTIN employs three methods to obtain hard data: Undercover agents, 'simulacrums' and spysats. The undercover agents and simulacrums infiltrate the infrastructure of a foreign power, record the necessary tactical data and promptly despatch it to the COE. The simulacrums differ from their 'partner in crime' because they are androids, designed to blend in perfectly with the native populace, their true nature only detectable by a detailed medical examination. They are the ultimate 'sleeper' agents, spies who adopt the culture and mannerisms of their adopted home, waiting for the signal to reveal their true purpose. When activated, simulacrums relentlessly pursue their objective until it is completed, usually to inflict terminal damage against important personages within that state's upper government, or the destruction of vital structures such as missile silos, communication centres or tactical deployment stations.

Spysats hold the COE communication network together. Controlled by StratoSat stations, these part robotic, part remote-controlled satellites relay audio communications and multimedia files from undercover agents back to COE headquarters. Spysats come in two forms: the Global Reconnaissance Satellite, a low intensity data gatherer and communications relay, and the Covert Ultrascan, Low Orbital Satellite, capable of obtaining pin-sharp Tri-D representations of surface structures. It can even see through walls and survey events occurring within. The spysats use a variable frequency communications technology nicknamed Silent Talk, a state-of-the-art datastream rendering counter-eavesdropping attempts all but futile.

Judge DeKlerk is the COE's divisional chief and the Chief Judge's Special Investigator. In keeping with the COE's own, secretive nature, DeKlerk has a past he would rather not reveal, one of excessive brutality and a deep hatred of the destabilising ramifications of democracy in Mega-City One. DeKlerk is prepared to take any measure to ensure the judges retain control over the city. In addition to his official COE responsibilities, DeKlerk recruits and trains personnel for extremely dangerous missions among enemy city-states. These men and women are trained in fighting and killing arts far beyond the norm for judges.

Immigration Division

Immigration Division decides who lives in Mega-City One and who will be excluded from citizenship. The favourite requirements for any individual seeking to live in the city are the 'Big HW' (Health and Wealth). Mentally or physically unwell applicants are refused outright. Immigrants unable to support themselves financially, hoping to live off Welfare payments, will not even make it to a preliminary interview. Exceptions to standard application protocols are made under the Saville Convention for refugees claiming asylum, fleeing homelands that have become too hostile for their continued habitation. A steady stream of poverty-stricken South American peasants camp day and night on Immigration Division's doors. A few are genuine and accepted but for the fraudulent majority, the City Wall is closed and a stern warning given to not attempt any future applications. Alleging they have nowhere else to go, these dispossessed set up permanent station along the wall, watched closely by the judges.

The Alien Bureau operates in much the same way as Immigration Division, but deals specifically with applications made by extraterrestrial entities. Naturalising non-human species is a complex and time-consuming process. Firstly, records must be obtained from their homeworld, then

compatibility and feasibility studies made to determine the specie's adaptability potential for living among humankind. As per standard protocols, the healthiest and wealthiest aliens take precedence. Once an alien life form has been granted Mega-City citizenship, he must satisfy various behavioural criteria monitored by an Alien Welfare Officer assigned to the subject for the first six months of his residence.

The Mutant Control and Emigration Bureaux are components of Immigration Division that deal with the removal of personages from the city. Mutant Control hunts illegal mutants among City Bottom and returns them back to the Cursed Earth. It also has the authority to exclude citizens who, previously appearing genetically sound, have recently begun to manifest mutations that contravene the Genetic Purity Act. The Emigration Bureau processes applications by citizens who wish to brave the Cursed Earth in Helltreks and start again in the New Territories along the Canadian Wastes. Alternatively, citizens wealthy enough to emigrate to other mega-cities are welcomed and even given further financial incentive to leave; their absence makes a small contribution to the mammoth task of relieving the city's perpetual overcrowding crisis.

DREDD LED THE WAY THROUGH MEGA-CITY'S CRIME-TORN STREETS...
YES, JUST AS I REMEMBERED IT. THIS IS THE WORST AREA — OVER 4000 CRIMES COMMITTED EVERY DAY ON THIS ONE STREET ALONE.
CLOCK
DREDD

Med Division

Med Division formulates medical policy for the entire Justice Department. It is sub-divided into several critical units: Personnel Unit, Med-Lab, the Psycho Unit, the Dream Police and Genetic Control. Med Division's brief is to protect the Justice Department from any agent threatening the health of its personnel. Med Division also shares select, declassified portions of its accumulated knowledge with the civilian health authorities for the betterment of all.

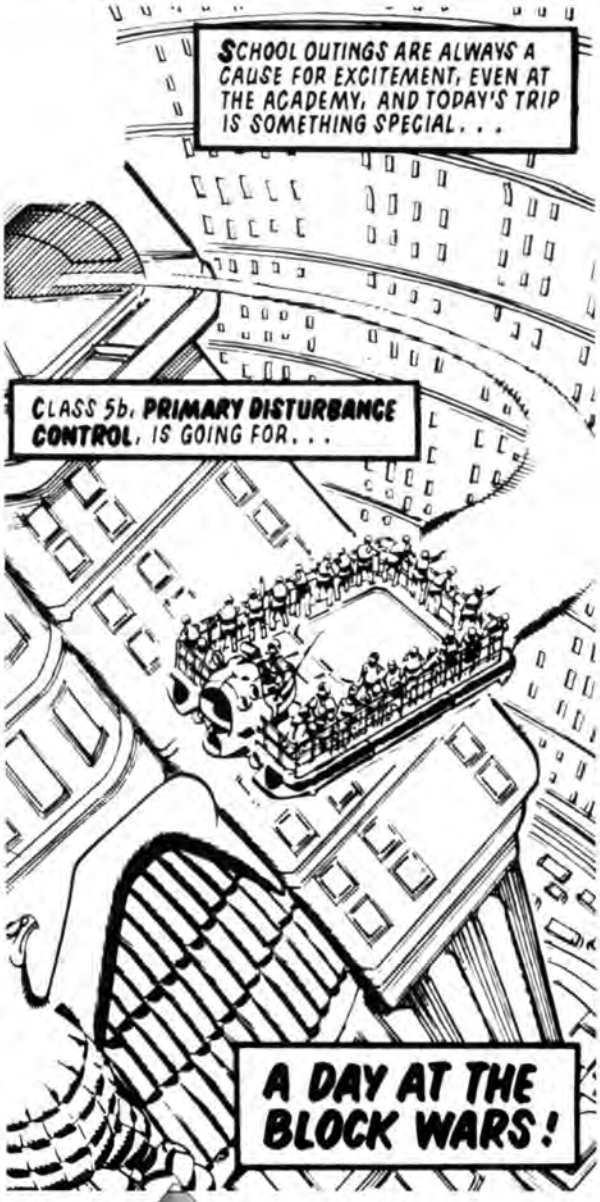
The Personnel Unit conducts medical and psychological testing for judge cadet applicants, monitors and manages judges who request sick leave and processes 'line of duty' injuries. It arranges trauma debriefings for judges involved in serious incidents to ensure their well-being.

Med-Lab is Med Division's core business. Using state-of-the-art equipment, highly trained personnel and investing billions of credits in a wide variety of research programs, Med-Lab is confident it can surmount any challenge. Bacteriology, Clinical Chemistry, Cytology, Dermapathology, Endocrinology, Haematology, Histopathology, Immunology, Microbiology, Parasitology, Virology and Xenopathology number among Med-Lab's impressive range of specialities. Med-Lab provides full back-up support for Tek Division and many of the two divisions' units frequently exchange data, or share the same resources (GenCon, for example). Med-Lab facilities are spread across the whole Justice Department. The two main Med-Lab facilities are sited within Mega Labs and the Grand Hall of Justice. All Sector Houses will have their own, far more modest, medical analysis centres occupying a respectable proportion of the local med-bay. Med-labs and med-bays all draw on a database nicknamed 'Doc MAC' for medical histories, case notes and decades of medical research and development.

The Psycho Unit serves two functions: as an extension of Personnel Unit's psychological wing and in the study of the brain functions of suspected felons and the seriously mentally disturbed. In the 22nd Century, most psychological conditions can be treated, if not cured entirely, by a combination of surgery and drug therapies. The Psycho Unit treats justice personnel who manifest severe depression, mental trauma, or who have developed what has been nicknamed The Liberal Syndrome, deep misgivings about the morality of their career. Drugs such as Emonull can be prescribed long-term to suppress emotions working counter to a judge's optimum performance, but if this fails, surgery is a last resort, removing the offending sections of the brain. It is, however, an option

frowned upon by medical ethics; the alternative of retiring the judge from active duty is often the only acceptable treatment.

Genetic Control (GenCon) serves two important functions relating to the Justice Department work force. It performs genetic screens on the young candidates for the Academy of Law, helping to assess their intrinsic biological and psychological suitability to endure fifteen years training and successful graduation to full eagle status. These genetic screens can, to some degree, predict areas of study the cadets will gravitate towards and any latent talents they may in time develop further. This information can save time during training, allowing the judge tutors to place relevant cadets in fast-track classes with the aim of early graduation. GenCon's secondary function is to select high quality genetic material from which future cloned judges can be generated. Only the cream of the Justice Department is considered for this honour. Once the DNA has been sampled, it is floated in specialised vats where it is fused with a genetically modified embryo. Six months of accelerated gestation follow, whereby the clone DNA/embryo hybrid is grown and mentally stimulated with so-called prodigy juices. The end-result is a five year old infant child with an intellect to match, a perfect clone of the original 'rootstock'.


SCHOOL OUTINGS ARE ALWAYS A CAUSE FOR EXCITEMENT, EVEN AT THE ACADEMY, AND TODAY'S TRIP IS SOMETHING SPECIAL. . .
CLASS 5b, PRIMARY DISTURBANCE CONTROL, IS GOING FOR. . .
A DAY AT THE BLOCK WARS!

Personnel Division

Personnel Division develops and administrates programs to improve judge motivation, satisfaction, efficiency and general welfare. It is a standard feature of every Sector House, delegating assignments, maintaining personnel records, effecting personnel transfers, processing requests for extended leaves of absence and adjudicating internal disputes with the Sector Chief's approval.

Another vital function of Personnel Division is the administration of internal multimedia and information distribution services required to meet everyday needs, including daily briefings, general orders, legal bulletins, department postings, data-slugs and updated training manuals.

Personnel Division archives all its policies and postings within Central Records in the Grand Hall of Justice. Central Records is the only facet of MAC (the Justice Department Macro-Analysis Computer) staffed by humans, though their workload is naturally eased by computerised technology. Central Records collates and organises information relevant to Justice Department Operations before they are logged into the MAC database. PSU data is similarly archived, though SJS material is not accessible to Central Records personnel, instead rerouted into a heavily encrypted data vault deep within MAC's labyrinthine structure.

Through MAC, Central Records are linked to Barney, the City Hall computer. This allows data to be disseminated to authorised agencies outside of the Justice Department via a system called Justice Interactive, which is divided into Stolen Property Inquiry, Criminal Records and Public Inquiry & Request. Justice Interactive only allows citizens to glimpse a tiny section of the MAC database, enough to satisfy legitimate requests into any recent dealings with the Justice Department they might have.

Justice Interactive allows citizens not only to access MAC from their home computers, but also instructs them how to file complaints or pass on information that may be of interest to the judges. The Broadcasting Unit runs the Judge Pal Fan-Club (where juves can inform on their elders) and the Judge Young Show (a lively topical vid-in for citizens and guest judges). The Community Relations Unit liaises with city block representatives and business organisations with the goal of developing a fluid and friendly understanding and a respect of mutual concerns. The Lost and Found section safe stores property and valuables discovered during routine street patrols, or evidence from crime scenes, for collection by their rightful owners. The School Safety Unit sends

judges to instil the fear of Grud into tomorrow's adults, making the young citizens painfully aware of the consequences of breaking the Law.

On occasion, it is necessary for the Justice Department to feed false information to the Mega-City population to preserve social order and counteract anti-judge propaganda. The Public Deception Unit originates or fabricates multimedia for this purpose, assisted by paid actors and Wally Squad operatives to flesh out the pretence.

Psi-Division

One of the last Justice Department divisions to be formed, Psi-Division took advantage of the massive increase in psychic potential apparently generated by the Atom War to provide the Justice Department with a small, but indispensable, organisation. Psi-judges are not unique to Mega-City One, though whereas most other city-states train their psychics to the exclusion of all else, Psi-Division produces operatives who are not only highly disciplined in the use of their strange powers, but are also fully-fledged street judges able to outgun and out-think enemies of the Justice Department. Psi-Division is based at Omar House in Sector 44, within sight of the Grand Hall of Justice. It comprises three departments: Psi-School, Psi-Lab and Psi-Operations.

Psi-School, under the watchful eye of Principal Randall, a highly skilled telepath, trains would-be psi-judges recruited from psi-sensitives detected during the Academy of Law's annual intake and citizens with little judge potential but impressive psychic powers (in which case, once inducted, they are rarely permitted to leave Psi-Division headquarters unless escorted). Once a psychic's powers are fully evaluated, they will receive intensive schooling in the manipulation of the power they manifest strongest. Psi-judge cadets spend one day a week at Psi-School, the other six at the Academy of Law, learning judge skills and socialising with 'normal' humans. Instead of quartering in the Academy, Psi-judge cadets return to Psi-School to eat, sleep and relax alongside similarly empowered youths. On graduation to full eagle, psi-judges leave Psi-School and join Psi-Division proper. Psi-judge cadets who fail to graduate are not excluded from the Justice Department, for their powers are too potent simply to let them back into the civilian community. As with non-judge psi-operatives, the failed psi-judge cadets must instead remain under observation inside Omar House and may only leave under escort.

Psi-Lab conducts an intensive study of psi-phenomena. Chief among Psi-Lab's objectives is the quantification of the paranormal into physical mechanisms employable by conventional science. In other words, turning the ethereal into the material by way of technological interfaces such as the psi-amplifier and psi-helmet. Psi-Lab draws on resources and paranormal lore from across the planet, time and space; psi-judges are despatched across the galaxy and undertake perilous expeditions across parallel dimensions in an effort to understand the paranormal forces governing the universe.

Psi-Operations comprises the bulk of the psi-judge contingent and it is here in Psi-Ops that Psi-Division interfaces with the rest of the Justice Department, offering its abilities to help resolve investigations. The division's clairvoyants (pre-cogs) are the most numerous of the justice psychics, their days and nights spent attempting to foretell crimes and threats to Mega-City One. Their visions are often nebulous and open to interpretation, but occasionally arrive with great clarity. The latter visions are those to be most wary of, for they often foretell of serious dangers, such as Necropolis or the Second Robot War.

Telepaths act on the pre-cogs' visions, searching the city for thought-patterns related to events that are predicted to soon transpire. When not chasing future memories, telepaths aid Street Division interrogate recalcitrant suspects, extracting evidence and vital information from their minds.

Hypnopaths can be described loosely as a telepath variant. Hypnopaths are able to induce a deep trance in their subjects and then form a mind link enabling them to travel backwards into the subject's history. Unlike the telepaths' efforts in this field, only managing to conjure up surreal images, half dream and half reality, the hypnopath becomes fully immersed in the reality of the subject's past experiences.

Telekinetics (or telekines) are a minority in Psi-Div. While there are strong indicators of telekines active among the civilian population, Psi-Division has been unable to bolster its own stock in response to a slow but worrying increase in telekinetic-related crime.

The Exorcist Division is stationed at Omar House but is not a full-time, active component of Psi-Ops. Crewed by Psi-Labs sci-technicians with an interest in demonology, the Exorcists investigate the increasing number of claims of demonic possession amongst the citizens. They have at their disposal traditional exorcist methodologies as well as electronic devices formulated to disrupt a demon's hold over host bodies and then send it back to whatever dimension it originated from. Exorcism in the 22nd Century is a risky business, for the technologies that can drive an evil spirit away, wonderful as they are, can just as easily open portals to the nether dimensions and release undesirable entities into Mega-City One.

For further information on Psi-Division and paranormal phenomena in the Judge Dredd roleplaying game, refer to the forthcoming *Rookie's Guide to Psi-Talent*.

Public Surveillance Unit (PSU)

The Public Surveillance Unit monitors the citizens of Mega-City One. Almost every public place and strip of roadway is monitored by a variety of cameras relaying information to the PSU judges in their headquarters located at the top of the Statue of Judgement, allowing them to keep track of the movements of every citizen. Unknown to the average citizen, the PSU also monitors every financial transaction ever made as well as keeping track of educational and medical records. The information PSU gathers is held in a vast database shared by MAC. All data can be recalled by one of the specialist operators at a moment's notice.

Most PSU monitoring devices are large and conspicuous, intended chiefly to deter citizens from committing crimes – unfortunately this also means the cameras are the first thing to be destroyed should any criminal act actually take place. With this in mind, PSU also have an array of less visible surveillance techniques such as tiny spy-in-the-sky cameras capable of following a suspect practically anywhere, and concealed fly-on-the-wall streetcams.

The PSU judges are experts in analysing data. Given the right information (even a description of what a subject was wearing will do) they are able to provide a list of possible suspects that match the criteria in moments. Unless the culprit has been careless enough to leave some specific evidence lying around, such a list is likely to contain hundreds or even thousands of names requiring investigation.

Judge Rog Niles is the current Chief of PSU, a post to which he has only recently been appointed. The previous PSU Chief, Judge Jura Edgar, was in charge of the division for a phenomenal twenty years. Under Edgar's leadership, the PSU became a highly secretive organisation, even going so far as to withhold vital information from other justice divisions. This led to divisional friction, particularly with the SJS. For fifteen years, Edgar held onto the notorious Cal Files, information gathered by the insane Chief Judge Cal containing sensitive information on many important judges. Most of this was either misleading or out of date but would have been highly damaging if it fell into the wrong hands. Ultimately, the file *was* stolen and only returned with the aid of Judge Dredd, irate that it had not been handed over to the SJS and investigated properly. The PSU failed to offer any warning about the Second Robot War, and Edgar was forced to step down, taking a position as Judge-Governor at Cursed Earth work camp 17.

The Space Corps

The Space Corps is responsible for maintaining Mega-City One's spysat and stratosat networks under the banner of Satcom. It polices the space stations within Mega-City territory and has military responsibilities beyond the Earth's solar system, protecting Mega-City colonies from themselves and fighting off attempted incursions into their territory by enemy alien powers.

Mega-City One, like all population centres, is dependant on good trade links to survive and in the 22nd century, long-standing relations between Earth and extraterrestrial civilisations have opened unlimited trade options. As trade links improved, there appeared those intent on snatching these valuable commodities for themselves, such as pirates and unscrupulous business interests. In response, Mega-City One signed the Interstellar Trade Protection Act (ITPA) alongside Brit-Cit, Midgard, elements of the EEE, East-Meg Two and Oz, forming a space fleet to defend the trade corridors. The Space Corps is an intergalactic army made up of personnel supplied by ITPA signatories, charged with protecting earth cargo ships as they leave the solar system, bound for deep space ports. The Space Corps supply *Black Widow*-class starfighters to protect the convoys, as well as *Fargo, Goodman* and *Solomon*-class battle cruisers which patrol crucial trade nodes, performing customs searches on civilian Earth ships while they await a request to combat threats to convoys the starfighters are unable to repel. The Space Corps has a respected army as well as a navy, quelling disputes and border feuds on Earth colony planets, as well as being at the forefront of hostile boarding actions.

The Space Corps is chiefly responsible for protecting offworld civilian colonies, but one place concerned with Justice Department personnel is more famous (or infamous) than all civilian colonies combined - the Titan Penitentiary. Titan, an inhospitable moon of Saturn, is the hellhole where corrupt judges are sentenced to serve years of backbreaking hard labour. Their bodies are surgically altered with the addition of cybernetic parts allowing them to survive lengthy exposure to Titan's atmosphere. Day and night, the ex-judges toil, excavating and breaking rock to be fed back into the penitentiary's power plant, providing electricity, heating and building materials. Few sentenced to Titan survive to serve their full sentence but some return to Mega-City One to spend the rest of their wretched lives in poverty, or start over somewhere in deep space, free of accusation.

Satcom operates from Stratosat One, the largest of the justice space stations locked in geostationary orbit over the North American heartlands and monitors the activities of the Mega-City One satellite network, collecting tactical information on events occurring in enemy city-states as reported by ground-based spies. The movements of enemy satellites are similarly monitored and analysed by stratosat Sat-Teks. Deep space communications from the Space Corps to Earth arrive first at

TWELVE HOURS LATER, JUSTICE 3 GLIDES THROUGH A SCATTERING OF SPACE COLONIES IN SOLAR ORBIT—
CONDO GEMINI 3 TO JUSTICE 3 — YOU'RE CLEARED TO DOCK.

Stratosat One and are then relayed to Space Corps command in Mega-City One. Stratosat One deploys in-system patrol and defence ships among the planets of the solar system, notably the *Comet* patrol boats and the space cruiser *Justice Three*, a mobile patrol base stocked with all the resources of a Sector House.

Special Judicial Squad (SJS)

The SJS are a special unit of judges who scrutinise the affairs of the other Justice Department divisions, searching for signs of corruption. Justice personnel suspected of malpractice are secretly observed with specialised surveillance equipment, invisible to conventional justice sensors, until the subject's guilt (or innocence) can be proven. If guilt is established, the SJS promptly send in a snatch squad of SJS operatives to apprehend the culprit. He is then taken to SJS headquarters beneath the Grand Hall of Justice for intensive questioning regarding his felony and possibly any accomplices within the Justice Department. Once they have all the information they require, the SJS report the criminal to the Council of Five so they may authorise his expulsion from the Justice Department to serve a prison sentence in one of several work camps located throughout the Cursed Earth or on Titan, a moon on the fringes of the solar system. SJS operatives personally supervise the ex-judge's transit to his final destination, respectful that as a judge he remains extremely dangerous and must never be left unattended. In the event of a criminal judge committing a capital offence deserving the death sentence, the SJS will administer the lethal injection and supervise the removal and disposal of the corpse.

Theoretically, the SJS cannot act without an official request for an investigation into corruption first originating from a commanding officer. Those authorised to summon the SJS are the Sector Chiefs, Regional Commanders and Divisional Chiefs. Once the SJS are activated, their mission may not be annulled without a direct, signed order from the Chief Judge. Should the Chief Judge be suspected of corruption, only a majority vote by the Council of Five can grant the SJS the authority to act. Conversely, if a member of the Council Five gives cause for alarm, only the PSU Chief, the COE Chief and the Chief Judge can authorise a full investigation, though the former two divisions must first obtain confirmation from the Chief Judge before their suspicions can be explored further. This is the official procedure but the SJS have a habit of totally ignoring protocol and bursting in on any judge who they may have reason to suspect or who has been unofficially reported to them. If the SJS do not have sufficient grounds for their conduct, the resident highest-ranking judge will have them ejected. The SJS are, however, allowed to conduct cold investigations on any individual short of the Chief Judge by issuing them with a verbal warrant for a Random Physical Abuse Test (RPAT). The SJS can enter the dormitory or private quarters of most judges and interrogate them on-site with truth drugs and controlled, physical violence, searching for incriminating evidence. As most judges have nothing to hide, the SJS eventually must leave them be, issuing a certificate stating the subject has passed the RPAT. The SJS cannot perform another RPAT on the same judge for another three months.

The SJS recruit from three sources: Street Division, Tek Division and the Academy of Law. Street judges are selected to join the catch squads, trained in special countermeasures with which to physically entrap their fellow judges and carry

electro-prods instead of daysticks to stun their quarry. Tek-judge personnel operate the surveillance suites where computer systems tied into a network of spy-in-the-sky cameras, independent of PSU control, can track a suspect's every movement. Once the suspect has qualified for apprehension, SJS Tek Control notifies the hidden catch squads on a secret radio frequency. The third cache of potential SJS personnel is formed from cadets of the Academy of Law. Judge tutors working for SJS Recruitment closely monitor the cadets, selecting those few who have perhaps failed to show potential enough to make the grade of street judge, but possess keen, analytical minds and a lack of scruples about as informing on their fellow cadets' indiscretions. Despite its intense interest in recruitment, the SJS only selects a dozen candidates each year; SJS fatality rates are among the highest in the Justice Department because they face the toughest opponents, but their services are not in continuous demand. By and large, judges are well-disciplined and loyal to the cause. Some SJS judges do not wait until they are killed before leaving service and, for a few individuals, the mental strain of spying on their comrades – and engendering hostility from them wherever they travel – is sometimes enough to prompt a request to transfer out of the unit. However, their lives will likely never be the same again for, as the saying goes, 'once SJS, always SJS.'

Street Division

Street Division is an umbrella term for the largest organisation of judges in the Justice Department. Street judges are the personnel whom Mega-City One citizens will encounter almost every day of their active lives - the archetypal image of a rugged defender of the Law, mounted astride his Lawmaster motorcycle, Lawgiver pistol blazing from his hand. Think no further than Judge Dredd himself to encapsulate the public ideal of the street judge. Though Street Division personnel never fail to uphold this image, they are also involved with operations kept far from the public eye, just as crucial to keeping the streets safe from crime as a violent, physical presence.

Street Division Ranks

Divisional Chief
Regional Commander
Deputy Regional Commander
Sector Chief
Deputy Sector Chief
Watch Commander
Tac Group Leader
Street Judge

Street Division is divided into two categories of personnel: Street judges and Station judges. Street judges actively patrol Mega-City One by one of four means: Bike patrol, Meg-Way patrol, ped-patrol and sky patrol. Bike patrols comprise street judges and Lawmasters, ranging from lone judges to teams of four to six, patrolling any single circuit, though normally confined to a single sector. Meg-way patrols take the Lawmasters onto the city's major road systems in search of auto crime and are backed-up by static PSU traffic cameras and mobile spy-in-the-sky systems modified so that they can match the velocities of illegal speedsters, relaying their co-ordinates to pursuing judges. Its ultimate goal is to address the traffic condition of Mega-City One, reducing accidents, injuries and deaths while maintaining and improving mobility on the city's thoroughfares. Ped-patrol units are simply judges on foot, armed with Lawgiver and daystick. This method of 'up close and personal' policing enables the judge to get an intimate feel for the streets and the citizens he will be representing on a day-to-day basis so the two sides can get to know each other better without the intimidating presence of a Lawmaster. The sky patrol travels to the places inaccessible to

BUT- WHAT DO YOU THINK I'VE DONE? I'M AN OLD MAN, TOO OLD TO BE A CRIMINAL...
YEAH? WE RAN INTO A CENTENARIAN THIS MORNIN' - WENT FUTSIE WITH FRAG GRENADES IN A MALL. SO DON'T TELL ME ABOUT TOO OLD, GRANDAD!

Lawmasters, utilising Zipper bikes and H-Wagons to swoop in on low-altitude crime. Street judges can call upon a vast array of back-up units, all street judges themselves but trained in various specialist fields.

Station judges provide hard information allowing the street judges to execute their duties with conviction and a high rate of efficiency. They spend most of their duty hours within a Justice Department establishment, typically a Sector House, obtaining data from PSU and distributing it to sub-departments to be analysed and distributed to street judge patrols for investigation. In this relationship, street judges usually refer to their station counterparts as 'Control'.

Street judges work two of three duty shifts each day: A-, B- and C-Watch. For example, Judge Mayhew may work A- and C-Watch, spending B-Watch off-duty, sleeping or conducting research on a case he may have become involved with. Each shift is eight hours long, beginning at 0600hrs with A-Watch. Street judges have eight hours off-duty time every day unless their presence is desperately needed back on the streets, whereby they forfeit their off-duty hours, instead catching up on their sleep inside a Total Relaxation Inducer or sleep machine.

Tek Division

The main body of tek-judges are rarely seen on the streets of Mega-City One. They exist to devise cutting-edge technologies to augment Justice Department operations, facilitating explorations of environmental media not possible with conventional science. Tek-Div provides equipment, vehicles and weaponry to specifications demanded by the relevant divisions. It maintains the Sector Houses, telecom nodes, armouries and emergency ops bases with a constant eye to upgrading as often as time and the Justice Department budget will allow. Every Sector House will have a tek-judge contingent. The principle Tek Division departments are Tek-Labs, the Engineer Corps, Fleet Services and the Forensics Squad.

Tek-Labs is a generic term applied to any Tek Division installation, though when street judges refer to them they usually mean the facility sited at their local Sector House. A Tek-Lab generally concerns itself with keeping justice appliances functioning at optimum efficiency and researching ways to improve that efficiency even further using computer-assisted design and extensive field tests. For this reason, tek-judges are often considered nothing more than glorified 'maintenance men' to be summoned whenever a Lawgiver jams, a Lawmaster vocal synthesiser develops a stutter, or the Sector Chief's office has heating problems. Despite their low

placement in the Sector House hierarchy, tek-judges take tremendous pride in their work and will often spend days on end, working with admirable concentration, to resolve technical problems. Their off-duty hours are consumed by informal, energetic conferences with colleagues on how to increase the range of anti-gravitic drive systems, a Lawgiver's ammunition capacity or reduce a personal teleporter's phase shifting differential.

Street judges call on the services of the Forensics Squad more often than any other Tek Division unit. It is a common misconception on the streets that Forensics is a tek-unit in its own right; it is actually a standard component of any Tek Squad. Once Forensics is on the scene, the chances of any perp escaping justice for much longer, should so much as a microbe from his body remain on the crime scene, are negligible. Forensic services include bloodstain pattern analysis, forensic imaging, toxicology, controlled substances, latent fingerprints, DNA analysis, ballistics, trace evidence, questionable documents and forensic biology.

The Engineer Corps transform Tek-Lab designs into reality. They are responsible for the construction of all major Justice Department ordnance, from buildings, vehicles, light and heavy weaponry, uniforms and power generators. The Engineer Corps offer the Justice Department a major credit-generating opportunity, for their declassified designs can be sold or licensed to civilian industries, helping Acc-Div balance the books after another budget-stricken year. A good number of Mega-City-originated ground and hover vehicles use technology made available by the Engineer Corps, as do manufacturers of protective clothing and self-defence paraphernalia.

Fleet Services procures, maintains and repairs the Justice Department's ground and air fleets. It deals with accident repair, roadside maintenance, towing, materials management, vehicle procurement, vehicle allocation, fuel control, fleet data tracking and fleet analysis.

Undercover Division

Reasoning that maximum visibility equals maximum deterrence, judges normally prefer to maintain a high profile image when policing Mega-City One. Everything from the imposing street judge uniform to PSU surveillance cameras and Manta Prowl Tanks are designed to be conspicuous and instantly recognisable. However, there has always been a need for a covert approach. The Justice Department maintains an Undercover Division, nicknamed the Wally Squad, made up of an eclectic group of street judges specially trained to behave and look like ordinary citizens, to completely blend into the more dangerous elements of Mega-City criminal society. For this reason, normal judges regard the Wally Squad as the biggest collection of freaks and oddballs to be found in the ranks of the Justice Department.

It takes a great deal of training to allow a judge to blend in seamlessly with the citizens. Most judges have not experienced civilian life since the age of five when they first entered the Academy of Law. To overcome their judicial background, 'Wally Squad' Headquarters (Sector 76, Rat Town District) houses the second largest Justice Department training facilities to be found in Mega-City One. In Rat Town, the trainee wally is given extensive lessons in everything from advanced social interaction to cultural reference studies including an understanding of the Mega-City currency, and also learns acting and disguise techniques. The finished product, the wally squad judge, is an undercover operative who excels at infiltrating any criminal organisation in the guise of a minor goon, blitzer or rival gang leader.

Wally Squad undercover assignments may last for months or even years, depending on the complexity of the task – the Mega-City criminal underworld is incredibly vast and missions can become convoluted in a very short space of time. However, every wally lives in constant fear of discovery, always alert that they could be unmasked at any moment. Wallys are required to keep in regular contact with their assigned street judge liaison to exchange information and receive updated orders, though contact between a wally and his liaison can be difficult to arrange without raising suspicions from the undesirables the wally has infiltrated.

Many Wally Squad field operatives develop psychological complications due to the relentless strain of their duplicities and need to be rotated back to regular street duty. There is always the danger that a wally may go native, abandoning the Justice Department and turning renegade, motivated by misplaced loyalty after spending too much time in the company of his opponents, coming to regard them as true friends and unable to finally betray them. Some are seduced by the fabulously decadent lifestyle wealthy criminals enjoy and become potential crime lords themselves, aspiring to amass prestige and power. Renegade wallys are hunted down by other field agents with strict orders to bring the renegade back alive so his accumulated underworld knowledge may finally be retrieved.

Dredd's Compartment

'A judge must totally devote himself to justice and the rule of the Law. A judge has no life of his own. He does not indulge in social contact. He has no income and no personal property beyond that required to carry out his normal duty.'

On Dedication

Specialist Judges

In the game of Judge Dredd, any Justice Department prestige class assigned to street judge player-characters is considered the final class the judge may take. For example, a street judge who selects the SJS prestige class cannot choose a third prestige class following it. He will only be permitted to take levels as an SJS or street judge until the ultimate end of his career, either by death or retirement. The only exception to this rule is the Sector Chief prestige class that may be chosen as a second prestige class, if a character gains sufficient seniority. As stated in the *Judge Dredd Rulebook*, Games Masters are free to deny their players access to certain judge prestige classes at their discretion.

The Acc-Judge

The judges of Accounts Division are an unlikely addition to the street judge's arsenal, but they have powers of authority equalled only by the Sector Chief for they have an important say regarding the amount of financial resources the Justice Department's Sector Houses receive throughout the course of a year. They can improve or hinder judicial services to the citizenry and affect the quality of justice personnel support inside the Sector House itself. All Sector Houses will have a small Accounts Office located close to the main admin level, staffed by a handful of dedicated accountants. As part of their training and duties, acc-div judges acquire computer skills allowing them to examine detailed financial records not just concerning the Sector House budget, but also all the money-related records generated by the Mega-City One populace which, as an information source, is vital to keeping a watchful eye out for tax evasion, fraud and corporate embezzlement. If evidence of these felonies is uncovered, the Accounts Division wastes little time in despatching an acc-div credit squad to round up the culprits and procure artefacts from their properties of a value equal to the sum of money owed to the Justice Department Treasury.

Hit Die: d8.

Requirements

To qualify to become an acc-judge, a street judge must fulfil all the following criteria.

Skills: Appraise 3 ranks, Computer Use 6 ranks, Forgery 3 ranks, Technical 4 ranks.
Feats: Data Access.

Class Skills

The acc-judge's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Concentration (Con), Forgery (Int), Intimidate (Cha), Knowledge (financial) (Int), Knowledge (law) (Int), Search (Int), Sense Motive (Wis), Spot (Wis), and Technical (Int).

Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the acc-judge prestige class.

Specialist Equipment: Accounts Division credit squad members are equipped with an audit droid.

Financial Know-how: At 1st level, the acc-judge undergoes an intensive study course investigating the mechanics of money in Mega-City One, allowing him to add his class level to all Knowledge (financial) checks. The table below lists the DC of Knowledge (financial) checks required to investigate common fiscal institutions, dependent on the complexity of the subject. This check takes 1d6 hours to perform and success will allow the acc-judge to uncover the nature of any financial irregularity.

Financial System	DC
The Justice Department Treasury	10
Welfare Payment Administration and Distribution	15
Mainstream Banking Systems	20

This table assumes the financial system under scrutiny has not been subject to dishonest bookkeeping and represents the basic level of competence necessary to fully understand them. Any deliberate effort made to hide or falsify data from an acc-div audit will add anything from 5 to 15 to the DC of the Check, at the discretion of the Games Master.

Access Bank Records: On achieving 4th level, the acc-judge is specialised in glancing through complex business or banking systems in search of incriminating figures. A standard surface data search will take 1d6 minutes without the need for the Knowledge (financial) check detailed above. This will uncover the presence of any financial wrong-doing, though not the actual nature of it – the acc-judge will merely get the sense that something is very wrong with the figures.

Credit Security Bypass: At 6th level, the acc-judge is able to bypass so-called 'runaround' security programs and the more conventional mechanical security systems to get at the data or wealth stored behind for official repossession purposes. He gains a +4 competence bonus to all Technical or Computer Use skill checks relative to the task - Technical to bypass mechanical systems, Computer Use to penetrate computerised security.

Extra Resource Request: At 8th level, the acc-judge can attempt to requisition more resources for his Sector House,

The Acc-Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Financial Know-how
2	+1	+3	+3	+3	
3	+2	+3	+3	+3	
4	+3	+4	+4	+4	Access Banking Records
5	+3	+4	+4	+4	
6	+4	+5	+5	+5	Credit Security Bypass
7	+5	+5	+5	+5	
8	+6/+1	+6	+6	+6	Extra Resource Request
9	+6/+1	+6	+6	+6	
10	+7/+2	+7	+7	+7	Advanced Resource Request

principally more vehicles and personnel. To achieve this, he needs to make a Knowledge (financial) check against the DC of the region of Mega-City One his Sector House lies within.

Region	DC
MegNorth	20
MegCentral	25
MegWest	30
MegSouth	35
MegEast	40
North-West Hab Zone	50

If the check succeeds, the acc-judge has managed to secure extra funding for another month, allowing for the purchase of additional resources. In game terms, all back-up ETA scores for every judge in the sector are halved due to the extra ordnance now available on the streets. Note that resources possibly not based in that sector such as gunbirds, HH-wagons and omni tanks, are unaffected by this modifier. This ability may only be used once per month.

Advanced Resource Request: At 10th level, the acc-judge has become the chief accountant of his Sector House and can attempt to requisition even greater resources. The chief accountant makes a Knowledge (financial) check against the Extra Resource Request table above. If successful, all back-up DCs for every judge in the sector are reduced by 2. This ability may only be used once per month.

The Heavy Weapons Judge

The heavy weapons judge brings firepower support to street judges who are unable to contain or resolve an act of violence perpetrated by heavily-armed citizens or large gangs carrying stolen weaponry. Heavy weapons judges are crack units called out to deal with riots, block wars and sieges, or circumstances where the opposition has somehow come into possession of weaponry posing a considerable danger to human life and who cannot be defeated without an equal or greater measure of firepower. A heavy weapons judge is compartmentalised into one of two roles: rifleman or artillerist. Heavy weapons riflemen handle any weapon that can be carried by one or two judges, such as rifles, blazookas and light laser weaponry. Heavy weapons artillerists are issued with truly awesome weaponry that often cannot be moved into position without vehicular assistance, such as the sonic cannon, street cannon and heavy laser.

The heavy weapons judge prefers the feel of big guns, the acrid smell of burning gun barrels and the heat of constant battle to the relative monotony of street patrol. Those who join the Heavy Weapons Squad frequently come under fire from concerted and desperate efforts to destroy their capabilities, often from weapons platforms of parallel specifications.

Hit Die: d12.

Requirements

To qualify to become a heavy weapons judge, a street judge must fulfil all the following criteria.

Base Attack Bonus: +8.
Feats: Rapid Aim, Weapon Focus (any rifle or heavy weapon), Weapon Specialisation (any rifle or heavy weapon).

Class Skills

The heavy weapons judge's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Drive (Dex), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Technical (Int).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the heavy weapons judge prestige class.

Specialist Equipment: Heavy weapons riflemen will be assigned with one of the following weapons, complete with two replacement power packs or ammunition magazines: Flechette AP Assault Rifle, Hand Cannon, Missile Launcher, Riot Gun, Sniper Rifle, Wall Gun, or Widowmaker. Heavy weapons riflemen will also be equipped with heavy weapons armour and Lawmasters armed with a twin-linked hi-ex missile cannon.

Heavy weapons artillerists will be assigned to one of the following gun platforms: Blockbuster Cannon, Griffin Laser Cannon, Sonic Cannon or Street Cannon.

Weapons Expertise: At 3rd, 6th and 10th level, the heavy weapons judge may acquire either the Weapon Focus or Weapon Specialisation feat in a rifle or heavy weapon listed above of his choice. At this point, the heavy weapons judge may change the weapon he is assigned with to the one he has selected a feat in.

Lock And Load: On achieving 5th level, heavy weapons judges are so proficient with their weapons that they can rapidly reload any they have the Weapons Specialisation feat in. Reloading becomes a free action for such weapons.

Target Weak Point: At 7th level, the heavy weapons judge has learnt exactly where to target the weak structural points of vehicles and buildings with heavy weaponry, reducing the Damage Reduction of such targets by 4.

The Heavy Weapons Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	
2	+2	+3	+3	+3	
3	+3	+3	+3	+3	Weapon Expertise
4	+4	+4	+4	+4	
5	+5	+4	+4	+4	Lock and Load
6	+6/+1	+5	+5	+5	Weapon Expertise
7	+7/+2	+5	+5	+5	Target Weak Point
8	+8/+3	+6	+6	+6	
9	+9/+4	+6	+6	+6	
10	+10/+5	+7	+7	+7	Weapon Expertise

The Holocaust Squad Judge

The Holocaust Squad is considered the toughest of all Justice Department units. Members are recruited to undertake missions that more often than not will result in their death. Holocaust Squads are a last-ditch attempt to avert major catastrophes that threaten Mega-City One, dangers usually of a man-made nature that can only be countered by men at the peak of their career, men who will die trying. Holocaust Squad judges are on constant stand-by in anticipation of undertaking another supremely dangerous mission; they keep themselves trained to the peak of human physical and mental fitness in readiness. Even so, the extreme stresses of belonging to a squad considered a gateway to suicide by the rest of the Justice Department take their toll. Holocaust judges, under Section 49c of the Extreme Sanctions Charter, are permitted luxuries normally only permitted for use by citizens including alcohol, the smoking of tobacco and other, harder drugs. Any holocaust judges choosing to imbibe such substances must pass a full medical on a regular basis to remain with the squad.

Hit Die: d12.

Requirements

To qualify to become a Holocaust Squad judge, a street judge must fulfil all the following criteria.

Base Attack Bonus: +15.
Skills: Concentration 15 ranks, Drive 8 ranks, Intimidate 12 ranks, Pilot 8 ranks, Ride 8 ranks, Streetwise 10 ranks, Technical 15 ranks.
Feats: Endurance, Lightning Reload, Lightning Reflexes, Nerves of Steel, Toughness.

Class Skills

The Holocaust Squad judge's class skills (and the key abilities for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (law) (Int), Listen (Wis), Medical (Wis), Move Silently (Dex), Pilot (Dex, Search (Int), Spot (Wis), Streetwise (Wis), Swim (Str), and Technical (Int).

Skill Points at each level: 4 + Int modifier.

EMERGENCY TEAMS HAVE BEEN CALLED TO TACKLE A MOTHANE BLAST IN SECTOR 167 –
HOLOCAUST SQUAD TO DISASTER CONTROL ! WE NEED MORE WAGONS – PRIORITY ONE !
WE GOT A BARBECUE SITUATION DOWN HERE !

The Holocaust Squad Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	LADaL
2	+2	+3	+3	+3	Bonus Feat
3	+3	+3	+3	+3	Improved Data Access, Bonus Feat
4	+4	+4	+4	+4	Last Chance Wizard
5	+5	+4	+4	+4	Tactical Wrath

Class Features

All of the following are class features of the Holocaust Squad judge prestige class.

Specialist Equipment: Holocaust Squad judges have full, unrestricted access to the Justice Department armoury and equipment stores because the outcome of their mission may well be the only hope of survival for Mega-City One. All holocaust judges are outfitted with holocaust suits, either the HS/1 or the HS/2 model depending on the requirements of the mission. Holocaust judges also carry modular repair kits as standard.

LADaL: At 1st level, all holocaust squad judges are trained in the parajetting skill of Low Altitude, Dangerous Landing (LADaL). LADaL involves freefall from an H-Wagon over the operations zone. At an altitude considered below enemy fire lanes, the holocaust judges activate the parajets built into their HS/1 holocaust suits and make for a predetermined landing site. LADaL procedure requires a Pilot check at DC 20 to activate the parajet in time to avoid a painful collision with the ground. Failure will result in the holocaust judge falling 100 feet. During this time, the Holocaust Squad judge gains a competence bonus to his Defence Value equal to his class level to avoid counterattacks while he searches for a place to make a landing.

Bonus Feat: The holocaust judge is incredibly well trained and undergoes constant revision and refresher courses throughout his career. At 2nd and 3rd level, he receives a bonus General or Judge feat of his choice, in addition to feats gained every three levels.

Improved Data Access: Holocaust judges are placed in extremely dangerous and time-conscious situations where they must exceed even the high standards of Tek Division training to assimilate computer data as quickly as battle computers and then put it to use. At 3rd level, the holocaust judge receives a +4 competence bonus to all Computer Use checks. He gains a further +2 competence bonus to related Technical and Computer Use checks if he puts the data acquired through Improved Data Access to use the following round

Last Chance Wizard: The holocaust judge carries a modular repair kit (MRK) into the operations zone. At 4th level, he can appear to transcend the laws of physics and devise a miracle solution to a single, vital technological problem crucial to the success of the mission using the MRK and whatever devices are present in the immediate environment. For one critical round only, the holocaust judge may Take 20 on any Technical check as a single standard action. Last Chance Wizard can only be used once per mission.

Tactical Wrath: At 5th level, the holocaust judge is granted a +4 bonus to his Strength, Dexterity and Constitution ability scores. However, this also reduces his Defence Value by 5. Tactical Wrath represents the holocaust judge's eye-popping levels of adrenaline as it surges through his body. Tactical Wrath can only be used once per mission and last for 1d6 rounds.

The Pursuit Squad Judge

The Pursuit Squad was introduced in 2108 to counter the growing danger of illegal civilian speedsters along Mega-City One's rebuilt road systems. International trade laws prevent the Justice Department from capping the maximum speeds of imported vehicles, precipitating the continued problems posed by traffic law violators. With Lawmasters ill-equipped to disable fast-moving vehicles without the danger of causing collateral damage to nearby travellers, Traffic Control commissioned the Banshee Pursuit Interceptor, a high-speed ground car that was more than a match for daring hot-rodders. A new breed of judge – the Pursuit Squad – was created to take the Banshee onto the Meg-Ways. Pursuit Squad judges are recruited from Lawmaster patrols, personnel who have demonstrated their finesse for high speed chases. An advanced motoring course follows, familiarising the would-be Pursuit Squad judges with the Banshee and their new patrol routes. Pursuit Squads' prime directive is to bring speedsters in alive for sentencing, but they also have the authority – if the danger posed by the renegade driver is considered a supreme threat to fellow travellers under the 2100 Meg-Way Safety Act (Revised) – to get the speedster off the road by any means necessary. The Pursuit Squad judge is unusual in that he is admired as much as he is reviled by fringe motoring groups for his expertise, and what they consider to be his 'showmanship'.

Hit Die: d10.

The Pursuit Squad Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Emergency Stop
2	+1	+3	+3	+3	
3	+2	+3	+3	+3	Right of Way
4	+3	+4	+4	+4	Speedster Lore
5	+3	+4	+4	+4	
6	+4	+5	+5	+5	Control Crash
7	+5	+5	+5	+5	Improved Speed Roll
8	+6/+1	+6	+6	+6	Vehicle Leap
9	+6/+1	+6	+6	+6	
10	+7/+2	+7	+7	+7	Advanced Manoeuvres

Requirements

To qualify to become a Pursuit Squad judge, a street judge must fulfil all the following criteria.

Skills: Drive 10 ranks, Ride 9 ranks, Technical +6 ranks.
Feats: Nerves of Steel, Speed Roll.

Class Skills

The Pursuit Squad judge's class skills (and the key ability for each skill) are Balance (Dex), Computer Use (Int), Concentration (Con), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (law), Listen (Wis), Medical (Wis), Pilot (Dex), Search (Int), Spot (Wis), Streetwise (Wis), Swim (Str), (Dex), Technical (Int), and Tumble (Dex).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the Pursuit Squad judge prestige class.

Specialist Equipment: The Pursuit Squad judge is assigned the Banshee Pursuit Interceptor in place of his Lawmaster and a crash suit in place of his normal body suit uniform.

Emergency Stop: The Pursuit Squad judge gains the Emergency Stop feat at 1st level. No additional benefit is gained if the Pursuit Squad judge already has this feat.

Right of Way: At 3rd level, the Pursuit Squad judge has begun to make a name for himself on Mega-City One's roadways and all civilian traffic will make haste to get out of his way. Safe speeds for skedway and Meg-Way travel are increased by 50 mph.

Speedster Lore: At 4th level, the Pursuit Squad judge has become intimately familiar with the practices, personalities and favourite haunts of speedsters along his patrol route. He gains a competence bonus equal to his class level to all related Streetwise checks.

Control Crash: The Pursuit Squad judge gains the Control Crash feat at 6th level. No additional benefit is gained if the pursuit squad judge already has this feat.

Improved Speed Roll: At 7th level, the Pursuit Squad judge has had sufficient experience of diving out of fast-moving vehicles that his class level is subtracted from any damage he incurs from the roll.

Vehicle Leap: At 8th level, the Pursuit Squad judge can attempt to jump from his Banshee Interceptor on or into another vehicle. The other vehicle must be of at least the same size or greater than the Banshee and be travelling within 25 mph of the Banshee's speed. The Pursuit Squad judge may attempt to make a successful Jump check to cover the distance with a competence bonus equal to his class level. If the vehicle has an uneven or slippery surface, or presents no anchor points for the judge to grab onto, he must make a Dexterity check against DC 20 or fall off the vehicle, suffering damage as if he had left the moving vehicle as detailed on pXX of the *Judge Dredd Rulebook*.

Advanced Manoeuvres: At 10th level, the Pursuit Squad judge has mastered the high-performance capabilities of the Banshee Pursuit Interceptor. All manoeuvres listed on pXX of the *Judge Dredd Rulebook* have their safe speed raised by 50 mph.

The Sector Chief

The pinnacle of a judge's career for a select few is the opportunity of promotion to the exalted rank of Sector Chief. This usually comes later in a judge's life after years of accummulated commendations and praise from peers, a time when his reflexes are slowing but his brain remains sharp. The Sector Chief is considered by those on the streets to be a cushy, deskbound job, but he has a tremendous amount of responsibility and stress on his shoulders, including the Sector House and all its personnel and resources. The Sector Chief must endeavour to retain good relations with the local citizenry while maintaining a stern and successful degree of law enforcement. He must make regular status reports to his

The Sector Chief

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	
2	+1	+3	+3	+3	Face of Justice
3	+2	+3	+3	+3	
4	+3	+4	+4	+4	Resource Acquisition
5	+3	+4	+4	+4	Improved Leadership

Regional Commander on crime clearance rates, personnel and ordnance attrition. The Sector Chief can summon the specialist services of the Wally Squad and the SJS whenever he feels the situation warrants, and can arrange transport for cross-city travel at his convenience. Should he have need to leave the Sector House and patrol his sector, the Sector Chief is protected at all times by an armed escort.

Hit Die: d10.

Requirements

The Sector Chief is the only Justice Department prestige class that can be chosen in addition to another. For example, a street judge may take a med-judge prestige class and then go on to choose the Sector Chief prestige class when he meets the requirements. Note that psi-judges are not permitted to take the Sector Chief prestige class. To qualify to become a Sector Chief, a street judge must fulfil all the following criteria.

Base Attack Bonus: +15.
Skills: Intimidate 12 ranks, Knowledge (law) 16 ranks, Sense Motive 12 ranks, Streetwise 16 ranks.
Feats: Improved Arrest, Improved Interrogation, Intuit Perp, Iron Will, Leadership.
Special: The position of Sector Chief must be open and available.

Class Skills

The Sector Chief's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (law) (Int), Listen (Wis), Medical (Wis), Pilot (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Streetwise (Wis), Swim (Str), and Technical (Int).

Skill Points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the Sector Chief prestige class.

Face of Justice: At 2nd level, the sector chief has gained a measure of friendly familiarity with the citizens who inhabit his sector, not just the average man on the street, but also heads of business and local government. Any Charisma-based checks made while dealing with average civilians or local government are made with a competence bonus equal to the sector chief's class level.

Resource Acquisition: At 4th level, the Sector Chief has become extremely familiar with the needs and inadequacies of his Sector House personnel regarding their ability to cope with local crime. If he considers the standard of local law enforcement to be insufficient to tackle lawlessness, the Sector Chief can petition his Regional Commander for more personnel and greater back-up capability. This request is made with the assistance of the chief accounts judge of the Sector House. The Sector Chief must make a Charisma check at DC 10. If successful, an acc-judge under his command gains a +2 circumstance bonus whenever he attempts to use his Extra Resource Request or Advanced Resource Request abilities.

Improved Leadership: At 5th level, the Sector Chief is the very bastion of authority and fairness in his Sector House. He is rewarded with a highly loyal and dedicated justice force that look up towards him for counselling. When personally leading his judges, the Sector Chief's presence grants a +2 morale bonus to all skill checks and attack rolls for all judges within 30 ft of him.

Dredd's Compartment

'I know of no greater honour than to serve as a judge of Mega-City One. It is a privilege granted to only a few, but it is a privilege we must earn and continue to earn.'

On Service To The Law

Clones and Bloodlines

For the first time, players of the Judge Dredd roleplaying game can take on the roles of judge clones as an interesting alternative to scratch-building their street judge player-characters. Judge clones offer the player a template, an established physical appearance and attributes predetermined by the identity of the judge – or 'rootstock' – the clone is derived from. Judge Dredd himself is a clone, an exact replica of former Chief Judge Fargo, the Father of Justice, but there are many other judge clones serving the Justice Department, with abilities challenging Dredd's own.

History of the Judge Clones

The very first cloned judges were gestated in 2066, under the expert guidance of Morton Judd, Chief Geneticist assigned to the Council of Five. These first few replicants were patterned after the DNA of the great Judge Fargo. Code-named Strain 001, the Fargo clones were named Joseph Dredd, Rico Dredd and Austin Corde. The three clones ascended rapidly through the Academy of Law, benefiting from accelerated growth and intensive mental conditioning during their first five years of life. All three graduated with honours in 2079 at the chronological age of thirteen, though their bodies and minds were those of eighteen year-olds. Sadly, Judge Corde, partnered with Judge Rico Dredd, was murdered while investigating a numbers racket, but the Dredd 'twins' quickly became figureheads for all that was brave and honourable about the Justice Department.

The cloning process was refined continuously through the years but until recently had not been implemented on an industrial scale. It is projected that by 2160 one third of judges will originate from clone stock. This will not be just a supreme technological achievement for its own merit, but a concerted and highly expensive effort to rebuild the critically inadequate levels of Justice Department personnel.

Judge clones are fine examples of high technology, but they must constantly struggle to be accepted and trusted by their colleagues who remember the threat once posed by the Judda, the enemy warrior caste grown from modified judge clone DNA by former Chief Geneticist Morton Judd. Judge clones are only grown from the finest judge rootstock of the Justice Department, ensuring the judge clones are instantly recognisable to the population of Mega-City One. The judge clones' fame also renders them liable to concerted attacks from criminals who fancy a chance at bagging themselves one of the 'Justice Department's finest', or from blitzers hired by crime lords who may have at one time opposed an earlier clone from that bloodline, not eager to have to repeat the experience.

Selecting a Clone Package

Only street judges can choose to start their career as clones, by selecting the Bloodline feat. Each clone strain is detailed below.

Ability Scores: All clones have a pregenerated set of attributes, replacing those initially rolled for by the player.

Persona: These are the psychological characteristics pertaining to the bloodline. The clone will likely manifest aspects of the personality of the strain template.

Unique Talent: Every bloodline has an associated unique talent, an instinctive or innate ability associated with the clone father of the strain, and added or extenuated into the clone's genetic makeup. This talent is added to the character at first level.

New Feat: Bloodline (Judge)

The character has been bred from genetic stock to be one of the finest judges on the street.
Prerequisite: This feat must be selected at first level.
Benefit: The judge may select one of the bloodline strains listed in this chapter. He gains the associated special ability of the strain and replaces any ability scores rolled by those of the bloodline.
Special: Only street judges may select the Bloodline feat and then only at first level.

Judge Clone Bloodlines

The following are the most common or well known bloodlines used by the Justice Department to create judges. Many more are known to exist and Games Masters are encouraged to create their own.

Fargo (Strain 001)

Eustace T. Fargo was the first Chief Judge of Mega-City One. Fargo epitomised the ideal of the judge; courageous, honourable and dedicated to protecting the good from the bad. On his death, shortly after the Atom War, Fargo's body was entombed in the Hall of Heroes.

Ability Scores: Str 15, Dex 15, Con 14, Int 13, Wis 10, Cha 14.

Persona: Quick to make well-considered judgements, the Fargo clone only speaks when he has something constructive to say. He is consumed by a righteous sense of justice for all and is domineering, suffering fools badly, but unafraid of criticism. The Fargo clone possesses extraordinary willpower

and self-discipline that can sometimes alienate his less-dedicated colleagues. The Fargo clone is essentially a loner and executes his street duties with a robot-like single-mindedness, though in later years this 'stony' façade will soften somewhat. Some Fargo clones gravitate towards careers in SJS or as Sector Chiefs, though most elect to remain on the streets.

Unique Talent - Aura of Justice: The Fargo clone possesses an aura of authority – citizens and judges alike recognise the clone as one of the best and brightest the Justice Department has to offer and respond accordingly. The Fargo clone tends to emerge as the leader of any group or team they are attached to and civilians are also more likely to obey the Fargo clone's orders. The Fargo clone is granted a +2 competence bonus when making Back-Up or Arrest checks.

Coglin (Strain 002)

Judge Gregory Coglin was a street judge for fifty-nine years, serving with distinction in the heavy weapons squad and later commanding a Manta Prowl Tank. Judge Coglin reached the pinnacle of his career when he became Tac Group Leader 1, charged with protecting Sector 44 and the Grand Hall of Justice. Coglin took the Long Walk into the Cursed Earth in 2117 at the end of his useful life.

Ability Scores: Str 13, Dex 14, Con 12, Int 14, Wis 13, Cha 10.

Persona: The Coglin clone is highly adaptable and dependable, quickly achieving competence in any street-based career move he chooses. His personality is nondescript and considered flat and yielding, earning the Coglin clone a reputation as a 'yes man.' The Coglin clone is calm and even-tempered and gravitates towards long-term careers in street, heavy weapons or silencer capacities.

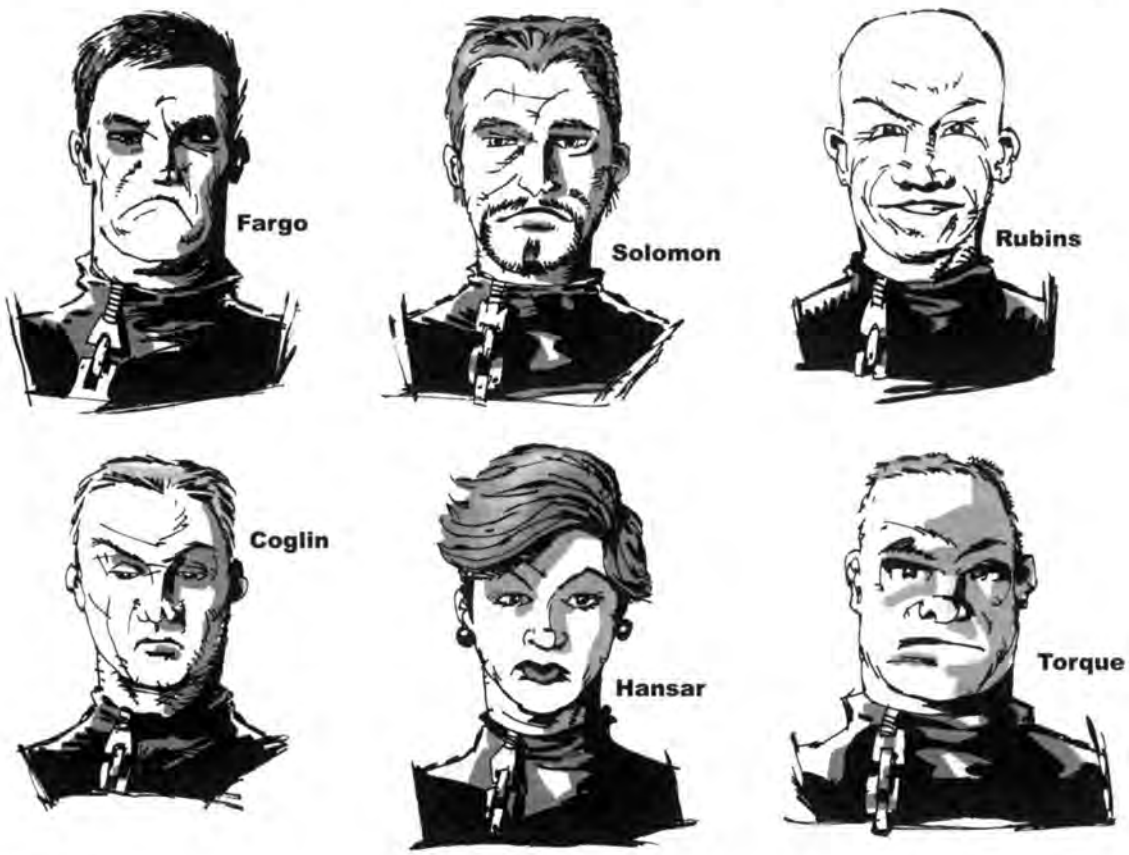
Unique Talent - Pinpoint Accuracy: The Coglin clones are extremely good at making called shots, only suffering one half of the normal penalty incurred.

Solomon (Strain 005)

Ulysses Solomon led the final battle against President Booth's mek-troopers during the Battle of Armageddon in 2071. Solomon was acting Chief Judge at the president's trial, pronouncing the famous Judgement of Solomon, sentencing Booth to one hundred-years suspended animation in Fort Knox. Following the trial, Solomon remained as Chief Judge until 2072 when he gladly stepped down in favour of Judge Goodman.

Ability Scores: Str 12, Dex 13, Con 10, Int 15, Wis 14, Cha 15

Persona: The Solomon clone belongs on the streets where he can be closer to the citizens he protects. He is also a keen student of sociology and the impact of technology upon



modern civilisation. The Solomon clone is temperamentally suited to organising large numbers of people, both civilians and justice personnel, but conversely will resist such opportunities unless formally ordered. As such, the Solomon clone makes for an equally capable street judge or Sector Chief.

Unique Talent - Wisdom of Solomon: Solomon clones posses their ancestor's natural curiosity and fundamental understanding of how things work. This understanding grants a permanent +2 competence bonus to all Wisdom-based checks.

Hansar (Strain 007)

Carla Hansar headed the Research & Development facilities at West 17 Test-Labs where she pioneered many medical breakthroughs and later personally oversaw their implementation on the streets of Mega-City One. Hansar later resigned from her position at West 17 and spent her last few years controlling medical resource deployment for MegEast. Hansar was killed during the First Robot War.

Ability Scores: Str 10, Dex 15, Con 13, Int 15, Wis 13, Cha 11.

Persona: The Hansar clone is compassionate and friendly but firm in her beliefs. Her utmost priority is to save lives, whether they be judge, civilian or criminal. She can sometimes become over-involved in the problems of others, temporarily forgetting her greater responsibilities. The Hansar clone is equally talented in both the medical and technical sciences, able to combine the two in inventive ways. She would excel in Med- or Tek-Div and carries the potential to become the chief med or tek officer of her Sector House.

Unique Talent – Improved First Aid: Some of Hansar's legendary medical ability has made its way into the genetic makeup of her clones. All Hansar clones heal +1 hit points per three character levels to the 1d6 normally healed as a result of performing First Aid.

Torque (Strain 013)

Maximillian 'Max' Torque excelled as a pilot and driver. He was instrumental in halting the Mega-City 5000 race as a member of Judge Dredd's unit, resulting in the capture of the infamous gang biker Spikes 'Harvey' Rotten. Torque's genius as a high-speed driver made him the ideal candidate to pilot the concept of a Pursuit Squad that would patrol the Meg-Ways, bringing the Law to many illegal speedsters.

Ability Scores: Str 13, Dex 15, Con 13, Int 12, Wis 12, Cha 12.

Persona: With a highly excitable demeanour and a tendency to over-react, the Torque clone resembles a drug addict on cold turkey, but is in reality incredibly focused and enthusiastic about his line of work. He can be aggressive and arrogant to those who do not share his interests, but forms strong bonds with any he can find common ground with. The Torque clone thrives on high-adrenaline action, but an innate, overpowering sense of self-preservation means he will take risks only when back-up is close at hand. The Torque clone performs particularly well as a Lawmaster rider, Pursuit Squad or sky patrol judge.

Unique Talent - Manic Driver: The Torque clone has inherited incredible driving ability and can instinctively weave and dodge between traffic at great speed. He may increase all safe speed limits for Meg-Ways, skedways and all manoeuvres by 25mph.

Rubins (Strain 019)

Harvey Rubins came into Justice Department service relatively late in life at the age of eight and was the leader of a street gang who was arrested and brought in for questioning. A routine genetic test revealed his potential as prime judge material. Turning nark on his gang-mates, Rubins was offered the opportunity to enrol as a judge cadet rather than spend the next few years inside an iso-cube. He excelled in street duties but retained the urge to be back amongst the Mega-City One gangs. His success at uncovering numerous secret criminal operations while working for the Vice and Organised Crime Units prompted Rubin's transfer to the Wally Squad. He took to the job well and effortlessly merged back into the Mega-City underworld, continuing to bring the gangs, of whom he had once considered himself a member, to justice.

Ability Scores: Str 11, Dex 13, Con 13, Int 14, Wis 15, Cha 15

Persona: The Rubins clone has highly developed social skills, born from an innate curiosity about the lives of Mega-City One citizens, leading him to spend off-duty hours attending community relations meetings with citizens from all walks of Mega-City society. He uses any information gleaned to better familiarise himself with the lesser-known aspects of the sector he is assigned to. Though the Rubins clone would have himself appear as a very friendly and amiable 'judge of the people,' he has no hesitation in using his standing to arrest those who have previously called him friend should they reveal personally incriminating evidence. The Rubins clone is temperamentally suited to a career as a street, SJS or Wally Squad judge, or a successful community relations officer.

Unique Talent - Word on the Street: The Rubins clone is a very successful socialite and can make anybody feel relaxed and comfortable in his presence, sometimes able to coax valuable knowledge out of them. By simply engaging in conversation, the Rubins clone can use his Streetwise skill in place of Intimidate to interrogate a suspect without them noticing. This use of the Streetwise skill incurs a –4 circumstance penalty as the techniques used are far more difficult to master.

Back-Up & Sector House Resources

The Justice Department has access to a vast amount of resources and special units able to deal with almost any situation. No matter how extreme or bizarre the circumstances, there will be judges specially trained to deal with them. In addition to the units detailed in the *Judge Dredd Rulebook,* a street judge can call upon anything from a Pest Control fumigation team to deal with an infestation of griblgs to the ultimate emergency team, the mavericks of the Holocaust Squad, who risk their lives to take on only the most dangerous of tasks. In addition, judges on the street can now utilise the immense resources of their Sector House.

Back-Up Units

The following is intended to be added to the back-up units listed in the *Judge Dredd Rulebook*. Judges on the streets will now be able to call upon a vast array of Justice Department back-up units to aid them in virtually any situation.

Bomb Squad

Back-Up DC: Auto.
ETA: 10 + 1D20 minutes.
Composition: 1 H-wagon, 2 tek-judges, 1 servodroid, 1 bomb hound.
Bomb Squads are a tac-response unit, a team of highly trained tek-judges skilled at disarming most types of explosive, from a futsie's home-made booby-trap to an unexploded nuclear missile left over from the Apocalypse War. Though not all Sector Houses have a Bomb Squad on-site, the vital importance of their timely arrival means their passage is undertaken with utmost speed.

Credit Squad

Back-Up: DC: 10.
ETA: 2d20 + 20 minutes.
Composition: 1 Pat Wagon, 2 acc-judges, 1 audit droid.
The Credit Squad is summoned to investigate all manner of financial irregularities, whether they be suspicious and unaccountable sums of money in a slummy's apartment, trappings of wealth way beyond a citizen's welfare payment limits or corporate money crimes such as embezzlement and numbers racketeering. Two Accounts Division judges have the power to make spot audits on any citizen, assisted by an audit droid.

Gunbird

Back-Up DC: 25.
ETA: 10+2d6 minutes.
Composition: 1 Gunbird, 1 senior judge, 4 street judges.
Gunbirds are nuclear-capable, airborne combat support craft, the flying equivalent of Omni Tanks. The Gunbird's mission directives are simple: to cause as much damage as possible to their targets. Irresponsible call-out of a gunbird will land a judge a severe reprimand (1,000XP penalty).

H-Wagon

Backup DC: 16.
ETA: 1d6 minutes.
Composition: 1 H-Wagon, 4 Street Judges.

H-WAGON IN POSITION WHAT'RE YOU LOOKING FOR, DREDD?
SOME KIND OF HOLE - TUNNEL MAYBE. ACCESS TO THE UNDERCITY
SCANNING!
CONTACT! SPOTLIGHTING NOW!
GOT IT.

Stationed both within Sector House hoverports and on constant patrol in the skies above the city, H-Wagons are responsible for both monitoring aerial traffic and forming the second line of defence against attack on the city behind the laser networks on the walls. However, judges on the street are often able to call upon their assistance when heavy firepower is required, or when a perp takes to the air, leaving the Lawmaster-bound judges far behind.

Heavy Weapons Squad

Back-Up DC: 15.
ETA: 10+1D10 minutes.
Composition: 1 H-Wagon, 8 heavy weapons judges, 2 NIX-1 war droids.
The heavy weapons squads are truly tac-response unit heavyweights, stacking enough firepower to contain or repulse most violent civic disturbances. Heavy weapons judges also function as Mega-City One's first line of defence should the city be invaded by foreign hostiles. Four of the heavy weapons judges remain with the H-Wagon to man its specialised weapons systems while the other four, typically armed with blazookas or Widowmakers, trim down the enemy ranks.

Holocaust Squad

Back-Up DC: 25.
ETA: 10 +1D20 minutes.
Composition: 8 holocaust judges.
The ultimate in emergency response, the Holocaust Squad only deals with the most critical of disasters and threats to Mega-City One. They handle anything from rescuing citizens from the top of a toppling city block to their most famous feat, capping the colossal volcano that erupted in the heart of the city when Power Tower was destroying in a terrorist attack. Holocaust judges are equipped with whatever they demand is necessary to complete the job, from a grapple gun to a starship.

Long-Gunners

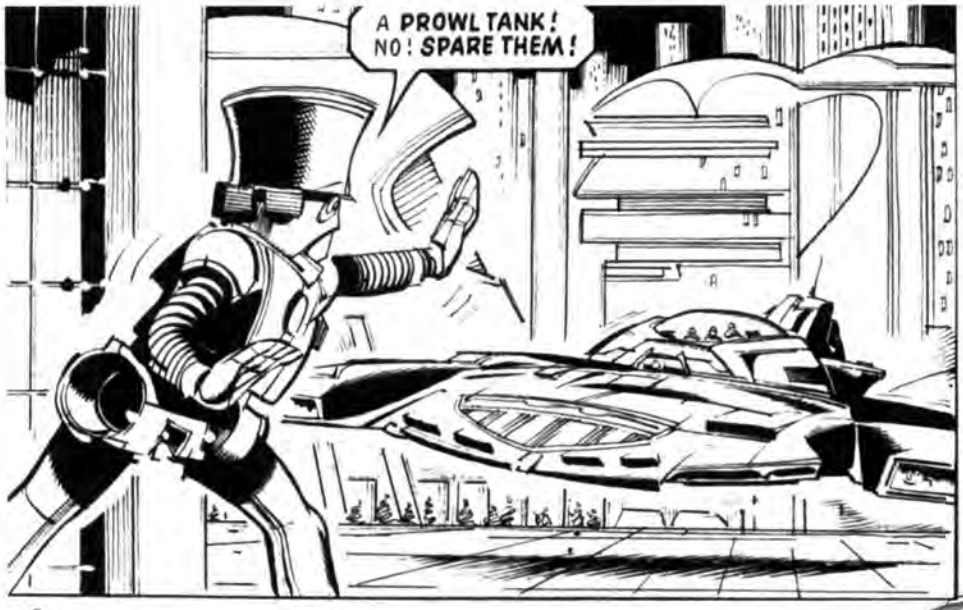
Back-Up DC: 18.
ETA: 1d20 + 10 minutes.
Composition: Pat Wagon, 2 street judges armed with Long-Gun or Dead Shot sniper rifles.
Long-gunners are snipers, charged with eliminating partially concealed gunmen, hostage-takers and dangerous citizens marked for death or incapacitation from great distances in situations where a conventional response is simply not practical. Long-gunners are street judges, highly skilled in long-distance shoot-outs, summoned from their normal daily patrols when long-gunner duty beckons.

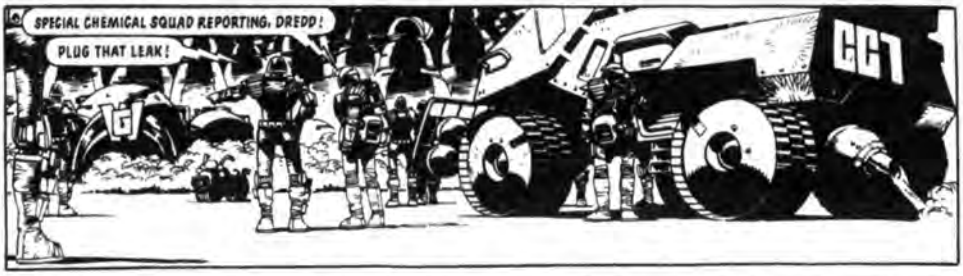
Omni Tank

Back-Up DC: 25 (30 for Rapid Response).
ETA: 1d6 hours (10+2D6 minutes for Rapid Response).
Composition: 1 Omni Tank, 3 street judges, 1 senior judge (HH-Wagon for Rapid Response).
The Omni Tank is the most powerful ground battle platform in the Justice Department armoury, carrying 300mm shells called blockbusters, causing damage second only to an urban nuclear missile. Omni Tanks are very slow compared to other ground vehicles and are only deployed in extreme emergencies, ferried from the Sector 1 Central Combat Depot by a HH-Wagon.

Pest Control

Back-Up DC: 10.
ETA: 10+2D20 minutes.
Composition: 1 Pat Wagon, 2 pest control workers, 3 servodroids.
The pest control squads are teams of citizens attached to the Justice Department specialising in eliminating common and not-so-common urban pests, from wiping out cockroaches in a sub-basement hab-unit, deterring gangs of sub-humes, flushing out sewer-gators or dislodging a nest of dog vultures from the towering heights of a city block.





The Special Chemical Squad is an emergency unit responsible for containing and neutralising chemical and toxic hazards including corrosive rodentine sewer gas leaks to chemical plant explosions. The SCS are also responsible for assisting clean-up squads in draining chem and sludge pits across City Bottom.

Special Task Force

Back-Up DC: 24.
ETA: 30+3D10 minutes.
Composition: 1 HH-Wagon, 3 Senior Judges, 17 Street Judges, 2 Tek-Judges, 2 Med-Judges
The Special Task Forces are fast-response, mobile Sector Houses equipped with fully-stocked tek- and med-labs, detainment facilities and six Lawmasters. They are most frequently brought in to supplement major justice ground forces that have suffered significant personnel losses, now incapable of completing a mission objective without a sizeable resupply of judges.

Sector House Resources

Judges can also make use of the extensive facilities available at their Sector House. Dozens of judges work to maintain the mechanisms that keep the wheels of justice turning smoothly. Most support personnel - station judges - are experts in their particular field, specialised at an early age and consequently will have seen little actual field experience on the streets of Mega-City One.

Pursuit Squad

Back-Up DC: 16.
ETA: 5+1d10 minutes.
Composition: 1 Banshee Pursuit Interceptor, 1 pursuit squad judge.
Pursuit Squads assist conventional Meg-Way Patrol Squads, adding high-speed interceptors to the hunt for civilian speedsters who threaten the safety of the traffic on Mega-City One's largest roadways. Pursuit Squad judges can outpace and outmanoeuvre any citizen joyrider.

Special Chemical Squad

Back-Up DC: 14.
ETA: 10+1D20 minutes.
Composition: 1 ToxBuster, 2 Tek-Judges, 4 Servodroids

Dream Police

The Dream Police obtain incriminating evidence from the subconscious mind of citizens using a highly advanced apparatus called a dream reading machine. The Dream Police place the suspect in a coffin-shaped cylinder and sedate him. Next, the subject is slowly induced into Rapid Eye Movement (REM) sleep, a phase of rest responsible for the creation of dreams. Any dreams the subject experiences are converted into images on a view screen to be interpreted by the attendant 'dream judge', who searches for material relevant to an investigation the subject is involved in. Dream reading machines cannot influence the subject matter of the dream, only passively record and relay the dream imagery to the

attendant judges.

Interrogation Cubes

Also known as 'shakedown cubes', the interrogation cubes are designed to make a judge's investigations easier and life very unpleasant for the subject of the interrogation session. Designed to be as intimidating as possible, an interrogation cube is a four by four metres room with non-reflective black walls, unfiltered spotlights and an uncomfortable, high-backed chair where the subject is strapped down and connected to a lie detector machine. The interrogation cube weakens the subject's willpower initially by subjecting him to low frequency sonic emitters and tranq gas as he waits for the judges to arrive and begin the interrogation. In game terms, these procedures double all judge Intimidation skill ranks. The arresting judge will normally handle the interrogation while a tek-judge constantly monitors the lie detector, an adapted version of the Birdie. A med-judge is also kept on stand-by in case the interrogation induces the subject to develop stress-related health problems.

Med-Bay

Every Sector House has a med-bay, a hospital wing dedicated to ensuring a wounded judge is returned to the streets as quickly as possible. Each med-bay is staffed by a team of med-judges, robodocs and auxiliary nurses whose task is to provide medical care for injuries too extensive to be dealt with by a med-squad. Med-bays are equipped with the latest in medical technology, typically comprising a bank of speedheal machines, mediscanner suites, a surgical theatre and a temporary sus-an tank to sustain very badly injured personnel awaiting medical treatment. A Sector House med-bay reduces the DC of all Medical checks performed within by 5.

Judge Auxiliaries

The Justice Department has always called upon civilians to supplement Justice Department operations beside judges found unsuitable for street duty. Not only do the civilian auxiliaries help stop-gap the chronic shortage of justice personnel until reinforcements can be ushered in, but they also help foster improved relations between the judges and the citizens. Originally, auxiliaries were only entrusted with clerical and in-station support roles, but with a thirty-percent deficit of justice personnel a concern, more auxiliaries are being selected for their combat skills, particularly Citi-Def officers. Auxiliary combat support personnel are not permitted to carry Lawgivers, a weapon considered far too dangerous to fall into civilian hands; they are instead kitted out with the Lawgiver LE. All auxiliaries are paid 100 credits a week for their contribution to the Justice Department bureaucracy.

Quartermaster

The quartermaster handles distribution of equipment from the Sector House's armoury and storage bays to street personnel. The quartermaster is typically a street judge temporarily seconded to station duty for a six-month term to become more familiar with correct weapon and equipment maintenance, as well as the latest developments in justice technology. Street judges may visit the quartermaster at their Sector House before and after their duty-shifts to replenish ammunition, utility belt and Lawmaster equipment, or to have their Lawgivers serviced should a fault occur. All weapons must be turned into the quartermaster at the end of a shift so their whereabouts can be accounted for while their owner is resident.

To apply for a requisition, a street judge of sub-senior level requires a chit signed by the acting Watch Commander to withdraw equipment and weaponry standard to street patrol duties. High ordnance (war droids, laser cannon, holocaust armour, etc) can only be released with a chit signed by the Sector Chief or his deputy. If the requisition order is justifiably urgent, for example the item is essential to the judge's patrol, then he can normally obtain it while he waits, usually within 1d10 minutes. Non-urgent materials will normally be available by the end of the judge's next shift. High ordnance may need to be transported from a substation elsewhere in the sector to the Sector House, a process taking 20+2d20 minutes.

Sector Chief

The Sector Chief is the ultimate authority in the Sector House, making policy and tactical decisions for his sector, working with Accounts Division to assign the annual budget to each of his sub-departments and dealing with internal disciplinary matters, as well as maintaining the morale of his staff. The Sector Chief is responsible to the Regional Chiefs and the Chief Judge for the performance ratings of his sector and is recruited from the ranks of senior judges. Though technically they may still patrol the streets as before, Sector Chiefs must be accompanied by an armed escort at all times when away from a Justice Department facility.

Judges may call upon their Sector Chief to grant them authorisation to enter high security civilian premises, or to clarify and enforce a point of Law beyond the experience of their Watch Commander. Any investigations warranting Wally Squad or SJS intervention must be brought in person by the judges assigned to the case before the Sector Chief for his appraisal. Otherwise, most matters pertaining to Law and order not requiring the attention of authority are expected to be dealt with by the rank-and-file judges; strict disciplinary action will be taken against judges who call unnecessarily and often upon the Sector Chief for assistance, usually a loss of off-duty privileges or even a reduction in rank in extreme and persistent cases.

Station Judges

Station judges handle all the normal day-to-day chores in the Sector House, from administration assistance to minor maintenance. In recent years, a shortage of labour has led to station judges assuming more front-line positions such as Pat Wagon drivers and med-squad attendants. Most station judges received only basic judicial training, usually just five years in the Academy of Law, before their innate inadequacies, making them unsuitable for street duty, ushered their transfer into administrative and support roles. A smaller number of station judges are street personnel invalided out of regular duty, or demoted due to neglect of duty or incompetence.

Station judges carry out duties relating to investigations carried out by Street Division, including cataloguing crime scene evidence, ferrying paperwork from one department to another and researching information requested by street judges, transcribing verbal accounts of the investigations from the attendant judges. Station judges also deal with the citizens in the guise of Justice Interactive, filing complaints lodged against members of the judiciary, answering questions about Justice Department procedure and administrating the Lost and Found section of their Sector House. Station judges not concerned with clerical work are assigned low responsibility tasks such as maintaining medical and technical equipment and Sector House municipal systems such as power supply, heating and air conditioning.

Tek-Bay

The tek-bay's primary function is the maintenance of the Sector House and its constituent components, including vehicles, equipment and weaponry. Working in the tek-bay can complete repairs to any piece of ordnance in half the time suggested by the Technical skill table on pXX of the *Judge Dredd Rulebook*. Tek-lab, an important component of any tek-bay, features a forensic laboratory able to quickly generate reports on crime scene evidence, including detailed DNA profiles sufficient to identify any of Mega-City One's registered citizens within seconds. Tek-lab, in conjunction with Med Division, deals with forensic pathology and maintains the Sector House morgue (also known as 'the garden room'). A Sector House tek-bay reduces the DC of all Technical checks attempted within by 5.

Watch Commander

A Sector House has three Watch Commanders, one for each eight-hour shift. The Watch Commander deals with all the administrative duties associated with running an efficient duty shift or watch. He assigns duties and patrol routes to the street judges and makes sure that the most effective use is made of Sector House resources. Street judges report directly to their Watch Commander if they have questions regarding judicial policy or general investigative inquiries that the Watch Commander will consider and then redirect to the appropriate station personnel for follow-up.

Sample Back-Up and Sector House Resource Characters

The following Justice Department personnel supplement those given in the *Judge Dredd Rulebook* and are provided for Games Masters to avoid the need of constantly creating new characters in the middle of a game. Games Masters are also welcome to use these characters as a base for their own judges, altering levels, feats and skills to come up with some truly unique and memorable personalities.

Acc-Judge

Street Judge 5 / Acc-Div 4: HD 5d12 + 4d8 + 9 (65); Spd 30 ft.; DV 18 (+8 Reflex); Attack +7/+2 melee, or +9/+4 ranged; Fort +9, Ref +8, Will +10; Str 8, Dex 11, Con 12, Int 15, Wis 15, Cha 12.
Skills and Feats: Appraise +10, Computer Use +12, Forgery +10, Technical +10, Concentration +8, Intimidate +8, Knowledge (financial) +12, Knowledge (law) +10, Sense Motive +10; Alertness, Data Access, Great Fortitude, Iron Will, Nerves of Steel, Skill Focus (Computer Use), Skill Focus (knowledge - financial), Weapon Focus (Lawgiver).

Heavy Weapons Judge

Street Judge 8 / Heavy Weapons Judge 6; HD 14d12 + 14 (112); Spd 30 ft.; DV 10; Attack +15/+10/+5 melee, or +18/+13/+8 ranged; Fort +12, Ref +14, Will +11; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 12.
Skills and Feats: Balance +8, Climb +8, Concentration +17, Jump +8, Knowledge (tactics) +12, Spot +6, Swim +6, Technical +12; Far Shot, Great Fortitude, Lead Target, Lightning Reflexes, Nerves of Steel, Point Blank Shot, Rapid Aim, Weapon Focus (Lawgiver), Weapon Focus (blazooka), Weapon Focus (Widowmaker), Weapon Specialisation (blazooka), Toughness.

Judge Auxiliary

Citizen 2; HD 2d6+1 (10); Init +1 (+1 Dex); Spd 30 ft.; DV12 (+2 Reflex); Attack -1 melee, +2 ranged; Fort +2, Ref +3, Will +1; Str 7, Dex 12, Con 10, Int 14, Wis 10, Cha 10.
Skills and Feats: Computer Use +6, Knowledge (sector house)+4, Profession (auxiliary)+5.

Pest Control Worker

Citizen 2; HD 2d6+1 (10); Init +1 (+1 Dex); Spd 30 ft.; DV 13 (+3 Reflex); attack +1 melee, or +2 ranged; Fort +1, Ref +3, Will +1; Str 11, Dex 12, Con 12, Int 13, Wis 11, Cha 9.
Skills and Feats: Balance +4, Climb +5, Listen +7, Move Silently +6, Profession (pest control)+12, Spot +6, Wilderness Lore +10; Track.

Pursuit Judge

Street Judge 6 / Pursuit Squad Judge 4: HD 6d12 + 4d10 + 10 (76); Spd 30 ft.; DV 23 (+13 Reflex); Attack +10/+5 melee, or +11/+6/ ranged; Fort +12, Ref +13, Will +11; Str 12, Dex 15, Con 12, Int 10, Wis 10, Cha 10.
Skills and Feats: Computer Use +8, Concentration +8, Drive +13, Ride +13, Streetwise +6, Technical +10, Tumble +8; Control Crash, Drive by Boot, Great Fortitude, Iron Will, Lightning Reflexes, Nerves of Steel, Skill Focus (drive), Skill Focus (ride), Speed Roll.

Sector Chief

Street Judge 15/Sector Chief 1; HD 15d12 +1d10 +15 (111); Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft; DV 23 (+13 Reflex); Attack +15/+10/+5 melee, +18/+13/+8 ranged; Fort +10, Ref +13, Will +16; Str 11, Dex 15, Con 9, Int 17, Wis 16, Cha 14.
Skills and Feats: Bluff +5, Climb +10, Computer Use +13, Concentration +10, Drive +9, Intimidate +9, Jump +9, Knowledge (law)+14, Knowledge (sector house protocols)+10, Listen +9, Medical +8, Pilot +4, Ride +9, Search +10, Sense Motive +5, Spot +5, Streetwise +11, Swim +4, Technical +8; Combat Reflexes, Dodge, Improved Arrest, Improved Initiative, Improved Interrogation, Improved Leadership, Intuit Perp, Iron Will, Leadership, Menacing Presence, Mobility, Sixth Sense, Spot Hidden Weapon, Toughness, Weapon Focus (Lawgiver).

Station Judge

Street Judge 3; HD 3d12 +3 (26); Init +5 (+1 Dex, +1 Improved Initiative); Spd 30 ft.; DV 16 (+6 Reflex); Attack: +3 melee, +5 ranged; Fort +3, Ref +3, Will +5; Str 8, Dex 12, Con 10, Int 12, Wis 13, Cha 10.
Skills and Feats: Concentration +5, Computer Use +9, Knowledge (law)+5, Knowledge (sector house)+6, Ride +2, Search +3, Streetwise +2; Improved Initiative, Lightning Refelxes, Skill Focus (computer use), Skill focus (knowledge) (law), Weapon Focus (Lawgiver LE).

Dredd's Compartment

'There are always sad cases, the ones that should never have come before a judge, but their crimes are no less because they are fools.'

On Unwitting Criminals

Justice Department Weaponry

The Justice Department has access to a huge armoury of weapons and delivery systems, for the judges are charged not only with fighting crime on the streets, but also defending Mega-City One from nvasion by hostile foreign powers. Presented in this chapter are many new weapons and ordnance available to judges, either built within highly specialised vehicles and robots or handed out to street judges in times of crisis. Games Masters may present players with this equipment during special missions or during a crisis. For those running perp-based campaigns, this weaponry makes an excellent target for raids on Justice Department armouries, for any street gang so equipped will have a distinct advantage over its rivals.

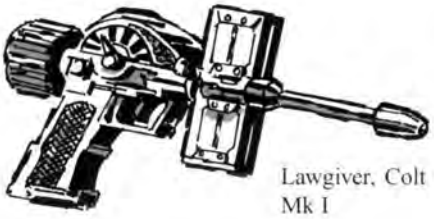
Armour Piercing Missile: Designed to combat enemy vehicles and rogue robots without endangering surrounding targets, the armour piercing missile may only be fired from a blazooka. Featuring a shaped casing coated in a friction-reducing alloy, this missile can punch through multi-layered armour plating with ease. Though the armour piercing missile does less damage than its high-explosive counterpart, it halves the Damage Reduction score of any target for its attack only.

Flechette AP Assault Rifle, General Arms Daggercloud: A lightweight assault rifle, the Daggercloud fires a blizzard of small calibre, frictionless polycarbon needles at ultra-fast velocities, designed to penetrate any armour without resorting to powerful area effect weaponry. While the damage caused by each needle is tiny in comparison to weapons of similar size, the Daggercloud results in the user suffering only half the normal rapid-fire penalty, rounding up.

Hand Cannon, Mauley Hornet: The Hornet bears many similarities to the ancient 20th Century minigun. Useful for bringing down densely packed crowds of lightly armoured attackers, the Hornet is used by riot squads and heavy weapon teams as a last resort when mobs threaten to overwhelm fixed positions. The Hornet can only rapid-fire and has no single-shot capability, though a judge may select between two fast-fire rates. The Hornet comes equipped with a backpack-mounted belt of 240 rounds.

Lawgiver, Colt Mk I: The standard personal firearm of the street judges for over 50 years, the Lawgiver Mk I has only recently been withdrawn from service. This version of the judge's main sidearm holds a pair of magazines, each sub-divided into two separate chambers which hold 6 shells. Rather than the sophisticated capping system used in the Mk II, these magazines each hold two different types of shell, though one chamber in each magazine will always contain General Purpose shells. The remaining 6 rounds in each magazine consist of one of the specialist shell-types. This

Flechette AP Assault Rifle, General Arms Daggercloud



Lawgiver, Colt Mk I

Hand Cannon, Mauley Hornet

Improvised Explosives

Though it is a long way from standard operating procedure, judges soon learn how to remove high-explosive ammunition from their Lawgiver magazines and create ad hoc bombs for use in emergencies. This may be done with either the Mk I or Mk II Lawgiver, as well as the Lawrod. This takes a full round to accomplish and requires a Technical check at DC 15. Failure will result in the rounds detonating in the judge's hand.

The high-explosive rounds may be set to detonate at any time up to one minute from being placed. They deal the standard amount of damage for a high-explosive shell of their type. However, for each additional round placed in the bundle, another dice of damage will be dealt, the area of effect will increase by 5 ft. and the Armour Piercing score of the weapon will increase by +1. No more than 6 high-explosive shells can be combined in this way – additional rounds will simply have no extra effect.

A large number of casualties have been caused by judges lacking the required skill to construct such makeshift explosives, so you have been warned!

version of the Lawgiver, therefore, may only carry General Purpose and two types of specialist rounds at any one time, though judges tend to be equipped with several magazines offering the full range of options. The Mk I has the fast-focus viewfinder and self-destruct charge of the later model (as detailed on pXX of the *Judge Dredd Rulebook*) and, indeed, has many of the same ammunition options, though the slightly smaller shells are less potent then those of the Mk II. The General Purpose round is the forerunner of the Standard Execution, while Armour Piercing, High Explosive, Incendiary and Ricochet rounds remain, in principle, much the same. Grenade is an old shell type used with the Mk I to attack multiple enemies, while Heatseeker shells require a General Purpose round to power them and must be fitted to the barrel of the Lawgiver before firing, as a move equivalent action. No Stun-Shot Energy Pulse or Gas rounds are available for the Mk I. The Mk I Lawgiver remains a fine sidearm though it has been eclipsed by the increased capability of the Mk II. Most were destroyed following their withdrawal from service though many Sector Houses on tight budgets have retained a large number to equip their street judges.

Lawgiver LE, Colt Mk Ia: A limited-function version of the standard Lawgiver Mk I, the Lawgiver LE is issued to station personnel and support staff. The Lawgiver LE has a single magazine that may only accept General Purpose rounds. It also lacks the fast-focus viewfinder, but incorporates the standard palm scanner and self-destruct mechanism.

Lawrod, Colt 350: Long obsolete but occasionally pulled out of the armoury mothballs in emergencies, the Lawrod is a larger version of the Mk I Lawgiver. It carries the same ammunition options as the Mk I but has a much greater range and rapid-fire capacity. Each of the two magazines carried by the Lawrod is divided into twin 6 round chambers, much like those of the Mk I Lawgiver. However, the shells used in the Lawrod are much larger and the two magazine types are not interchangeable between these firearms. The Lawrod is also incapable of firing MK I Heatseeker shells though it retains the fast-focus viewfinder and self-destruct mechanism. Despite its advantages over the smaller weapons in terms of range and firepower, the Lawrod was completely outmoded by the much lighter and more capable Lawgiver Mk II.

Lawgiver LE, Colt Mk Ia

Lawrod, Colt 350

Magnon Pulser

Magnon Pulser: This is a heavy rifle generating a powerful electro-magnetic pulse effect that can permanently disable the electrical systems of robots and computers. Against living creatures, the magnon pulsers will deal 2d6 points of electricity subdual damage. It has no effect on vehicles, whose systems tend to be extremely well-shielded against outside attack, if they are present at all. A medium power pack provides enough energy for three shots. The magnon pulser is an exotic weapon.

Missile Launcher, Mauley Blazooka: Not to be confused with the laser-based lazooka, the blazooka is a heavy, shoulder-mounted missile launcher, much larger than those carried by Citi-Def units. Capable of firing missiles with heavier payloads over far greater ranges, the blazooka is superior to missile launchers found outside of the Justice Department. A single judge can wield this weapon but two operators are commonly deployed, one to aim and fire, the second to act as loader. Their co-operation allows the weapon to fire every round, eliminating reload times. The blazooka can fire armour-piercing, hi-ex and homing missiles. The latter two missile types are identical to those listed in the *Judge Dredd Rulebook*, with the exception of their slightly modified characteristics listed on pXX.

Plasma Rifle, JD EX4044 Lawbringer: This huge rifle generates volatile plasma balls, pulses of ultra-heated gas that burst explosively upon striking a target. An entire large power pack is drained to generate a single shot, but an umbilical can be instead to the Lawbringer, allowing the weapon to draw power directly from another source, such as a Lawmaster or other Justice Department vehicle. Still in the experimental stage, the Lawbringer has an unfortunate tendency to overheat. An attack roll that results in a natural 2 or 3 will result in the weapon shutting down for 20 minutes as it cools, during which time it cannot be used. A roll of 1 indicates the plasma containment system has failed, causing the weapon to vaporise explosively. The wielder and everyone within a 5 ft. area of effect immediately take 4d10 damage at AP 20, though a successful Reflex save at DC 15 will result in characters taking half damage. The Lawbringer is an exotic weapon and is to date still undergoing field-testing and refining.

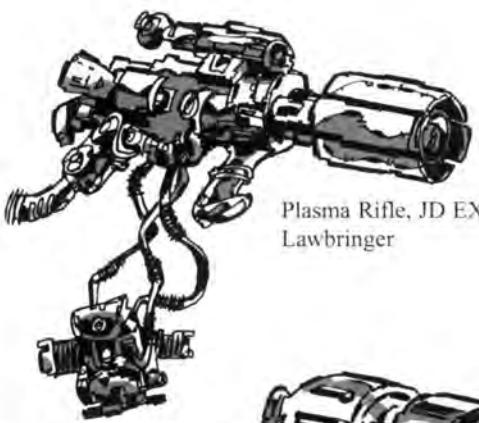
Riot Gun, General Arms 606 Pacifier: The Pacifier is a large-bore, pump-action, low-velocity rifle favoured by riot squads and judge warders. It fires a 'soft' plastic bullet delivering painful subdual damage. A critical hit, however, will cause real damage. The Pacifier holds 6 rounds under the barrel, pumped into the firing breech prior to firing as a free round action. The pacifier can also fire standard grenades and is often employed to dispense Stumm gas during riot situations. The range increment of Stumm gas grenades fired in this way is 50 ft. though all other characteristics remain identical to those listed on pXX of the *Judge Dredd Rulebook*.

Shot-Blaster, Colt .308: Similar to the scattergun, the shot-blaster has a longer barrel and smaller ammunition capacity. Each cartridge must be loaded individually into the breech as a move equivalent action. Extremely rare within Mega-City One, the shot-blaster is a common armament throughout the Cursed Earth and is an optional weapon issued to judges who take the Long Walk. Ammunition reloads are readily available from Cursed Earth outposts. Justice Department-issue shot-blasters are fitted with a palm print scanner and self-destruct mechanism identical to that of the Lawgiver as standard.

Missile Launcher, Mauley Blazooka

Sniper Rifle, Mauley 303 Dead Shot

Shot-Blaster, Colt .308



Plasma Rifle, JD EX4044 Lawbringer

Riot Gun, General Arms 606 Pacifier

Sniper Rifle, Mauley 303 Dead Shot: The Dead Shot is the Justice Department's standard issue sniper rifle. Fitted with a powerful magnifying scope and a revolutionary gyroscopic compensator ensuring the user can maintain a steady aim no matter what the situation, the Dead Shot grants a +2 bonus for every aiming action and suffers half the normal penalties for range increments. The Dead Shot is recoilless, silent and flash-less.

Sniper Rifle, Mauley Long Gun: The Long Gun is an extremely powerful sniper rifle capable of hitting targets many miles away. When not in use, Long Guns are separated into four components and stored in a large case. Reassembling the Long Gun takes two minutes in the hands of an expert user – those without the Weapon Proficiency (exotic – Long Gun) feat will take double this time. The Long Gun features a highly sophisticated through-barrel targeting system allowing the sniper to ignore three-quarters of any range penalty he may face, in addition to a +3 bonus to attack rolls for every action spent aiming. Each of the Long Gun's shells must be loaded individually, taking a standard action to do so. The Long Gun is an exotic weapon.

Stub Gun, JD EX1850: Based on highly advanced technologies, the stub gun delivers a continuous laser beam capable of slicing through thick armour plating in seconds. Thousands of stub guns were produced during the Apocalypse War to delay the enemy East-Meg forces but deficiencies in its design were all too apparent. Extremely powerful yet temperamental, the stub gun is prone to severe overheating. Any attack roll resulting in a natural 1 causes the gun to exploded, inflicting 5d10 points of damage in a 10 ft. area of effect, at AP 20. For every subsequent shot made within 1 minute of the previous attack, the chance of explosion increases by one. A second shot, therefore, would cause the stub gun to overheat and explode on an attack roll of 1-2, a third shot on a 1-3 and so on. It takes a stub gun one full minute to completely cool down to reset the chance of catastrophic failure to 1. In 2124, only a handful of stub guns remain a curiosity pieces in Justice Department armouries, though one also resides in pride of place within the Hall of Heroes weapons gallery. The stub gun uses a medium power pack which holds enough energy for 10 shots.

Wall Gun, General Arms M233 Clearcoast: A huge assault rifle, the Clearcoast is the standard issue of judges guarding the City Wall against mutant attacks. Heavy weapon teams occasionally requisition wall guns for vicious street battles.

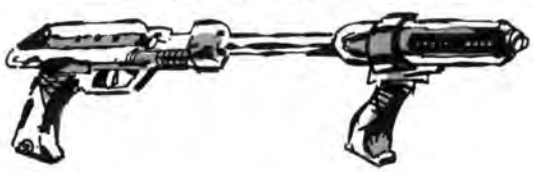
Widowmaker, Colt M2000: The Widowmaker is an advanced combination of a fast-action submachine gun and a large-bore, self-loading scattergun, issued to heavy weapon squads as well as street judges in emergency situations. The scattergun component fires a larger version of the standard cartridge, but can also load non-lethal plastic bullets which inflict subdual damage (though critical hits result in real damage). The Widowmaker can fire both barrels simultaneously as a linked weapon, the scattergun adding to the rapid-fire rate of the weapon to determine the overall rapid-fire penalty. For example, if the Widowmaker's SMG fires 6 shots in a round, the scattergun may also be fired for a total rapid-fire penalty of –7. If the SMG fires 9 shots in a round, the scattergun will increase the overall penalty to –10.

Widowmaker, Colt M2000

Wall Gun, General Arms M233 Clearcoast

Sniper Rifle, Mauley Long Gun

Stub Gun, JD EX1850



Lawmaster Weaponry

There are many different versions of the Lawmaster street bike and the tek-judges within Sector Houses make constant modifications to its weapons in an effort to cope with new and demanding situations. The Games Master may grant his players use of Lawmasters with the special weaponry featured here at any time, as once they return to their Sector House, they may be automatically assigned a different bike. Alternatively, the Games Master may wish to keep such Lawmasters in the hands of other judges who no doubt have the suitable training in this highly specialised weaponry.

Hi-Ex Missile Cannon: These are missile tubes firing powerful rocket-propelled grenades, designed to crack open enemy fortifications or quickly eliminate densely packed groups of attackers. Twin hi-ex missile cannons replace the bike cannon hardpoints on the Lawmasters of heavy weapon squads. It takes 2 rounds to reload each launch tube, during which time the Lawmaster must be stationary.

Hydra Laser Cannon: The Hydra causes less damage and has a shorter range than its cousin the Cyclops laser, but instead can provide a greater rate of fire and pinpoint accuracy. The Hydra's capacitors hold enough power for 30 shots, and recharge at a rate of 1 shot every 2 rounds. The deadly accuracy of the Hydra's targeting system grants a +1 bonus to all attack rolls in addition to any further bonuses for fire control systems. The Hydra is a standard component of the Cursed Earth Quasar Mk II Lawmaster, replacing the Cyclops laser. Other models of the bike may also be retro-fitted with this weapon.

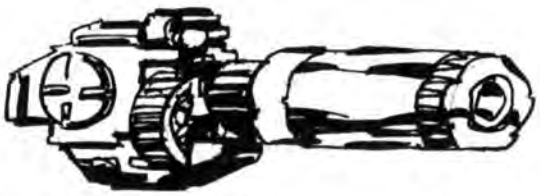
Artillery

What follows are the big guns of the Justice Department, those weapons deployed only when the city faces the greatest of catastrophes. Most are mounted upon the vehicles found in Chapter 7, though others can be found in the hands of heavy weapons squads or on the walls of Sector Houses and other Justice Department strongholds. The Games Master is advised to restrict the players' access to the greatest weapons such as the stealth missile, urban nuke and TAD for such devices will allow them to devastate entire blocks and sectors.

Anti-Personnel Machine Gun: This is a huge and cumbersome cannon, at one time a standard weapon on many Justice Department vehicles until superseded by the more versatile street cannon. The anti-personnel machine gun has but one function – to swiftly, but indiscriminately, mow down large groups of hostiles. It is no longer in production, but is occasionally still fitted to older vehicles in stricken sectors or stockpiled in a few Sector House armouries.

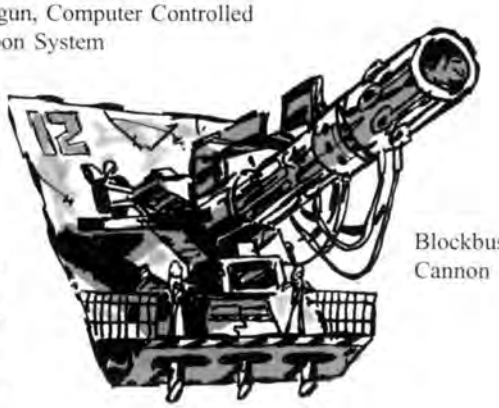
Aqua Cannon: The aqua cannon found on board the MONK undersea defence stations utilises a form of gravity manipulation to turn the surrounding water itself into a weapon. State-of-the-art gravitic compressors project beams from the MONK to a designated target. When activated, the beam changes frequency, causing incremental cylinders of water caught in the beam to solidify as they are trapped within gravity pressure waves. Once fully active, a tightly focused beam is sent along a carrier wave to strikes the trapped water, forcing it to move at speeds ten times faster than any conventional torpedo. The beauty of aqua cannon is that

Anti-Personnel Machine Gun



Autogun, Computer Controlled Weapon System

Aqua Cannon



Blockbuster Cannon

Justice Department Special Issue Weaponry

Weapon	Damage	Armour Piercing	Area of Effect	Critical	Rapid Fire
Pistol Weapons					
Lawgiver, Colt Mk I	-	-	-	-	-
General Purpose	2d8	4	-	19-20/x2	2
Armour Piercing	2d8	12	-	19-20/x2	2
Grenade	3d4	0	20 ft.	x2	2
Heatseeker	2d8	2	-	19-20/x2	1
High Explosive	2d12	10	10 ft.	x3	2
Incendiary	1d12	-	5 ft.	x2	2
Rubber Ricochet	1d12	0	-	x2	2/special
Lawgiver LE, Colt Mk Ia	2d8	4	-	19-20/x2	2
Rifle Weapons					
Flechette AP Assault Rifle	1d4	18	-	x3	3/6/9
Hand Cannon, Mauley Hornet	2d6	4	-	x2	6/12
Lawrod, Colt 350	-	-	-	-	-
General Purpose	3d8	4	-	19-20/x2	6
Armour Piercing	3d8	15	-	19-20/x2	3
Grenade	4d4	0	20 ft.	x2	3
High-Explosive	3d10	12	10 ft.	x3	3
Incendiary	2d6	-	5 ft.	x2	3
Ricochet	2d6	0	-	x2	3/special
Magnon Pulser	6d6*	-	-	-*	1
Riot Gun, General Arms 606 Pacifier	2d10*	0	-	x2	1
Shot-Blaster, Colt .308	3d6	2	5 ft.	x2	1
Sniper Rifle, Mauley 303 Dead Shot	3d8	8	-	18-20/x2	1
Stub Gun, JD EX1850	10d10	-	-	18-20/x2	1
Wall Gun, General Arms M233	3d6	6	-	19-20/x2	3/6
Widowmaker, Colt M2000	-	-	-	-	-
SMG	3d6	6	-	19-20/x2	6/9
Scattergun	2d8	3	5 ft.	x2	1
Plastic Bullet	2d10*	0	-	-*	1
Heavy Weapons					
Anti-Personnel Machine Gun	3d10	6	-	x2	6
Aqua Cannon	4d12	16	-	x2	1
Autogun	2d10	8	-	x2	6
Blockbuster Cannon	-	-	-	-	-
Hi-Ex shell	10d10	20	40 ft.	x4	1
Napalm shell	10d6	-	40 ft.	x2	1
Stumm shell	-	-	100 ft.	-	1
Cluster Bomb	3d10	12	300 ft.	x4	1
Dead Key	*	-	-	-	1
Griffin Laser Cannon	5d8	20	-	18-20/x2	1
Hi-Ex Missile Cannon	3d10	20	10 ft.	x2	1
Hydra Laser Cannon	3d6	15	-	18-20/x2	6
Judgementbringer				-	-
Standard Execution	4d6	6	-	19-20/x2	6
Armour Piercing	4d6	17	-	19-20/x2	6
High Explosive	4d10	14	15 ft.	x3	6
Incendiary	3d6	-	5 ft.	x2	6
Missile Launcher, Mauley Blazooka	-	-	-	-	-
AP Missile	3d8	20	-	19-20/x2	1
Hi-Ex Missile	3d12	20	30 ft.	x3	1
Homing Missile	3d8	16	10 ft.	x2	1
Nemesis Rocket	6d12	20	50 ft.	x4	1
Peterson Fast Action Laser Cannon	6d10	20	-	18-20/x2	3
Stealth Missile	*	*	3,500 ft.	*	1
Tractor Gun	1d6*	4	-	x2	1
Urban Nuke	*	*	500 ft.	*	1
Exotic Weapons					
Plasma Rifle, JD EX4044 Lawbringer	5d10	20	5 ft.	x4	1
Sniper Rifle, Mauley Long Gun	4d8	15	-	19-20/x2	1

* Special rules apply

Ammunition	Range Increment	Size	Weight	Type
-	-	Small	3 lb.	-
12	150 ft.	-	-	Projectile
6*	100 ft.	-	-	Projectile
6*	100 ft.	-	-	Projectile
-*	100 ft.	-	-	Projectile
6*	100 ft.	-	-	Projectile
6*	100 ft.	-	-	Projectile
6*	100 ft.	-	-	Projectile
12	150 ft.	-	2 lb.	Projectile
120	30 ft.	Large	5 lb.	Projectile
240	30 ft.	Large	14 lb.	Projectile
-	-	Large	8 lb.	-
12	250 ft	-	-	Projectile
6*	200 ft.	-	-	Projectile
6*	150 ft.	-	-	Projectile
6*	150 ft.	-	-	Projectile
6*	200 ft.	-	-	Projectile
6*	150 ft.	-	-	Projectile
3	10 ft	Large	15 lb.	Energy
6	50 ft.	Large	8 lb.	Projectile
1	50 ft.	Large	7 lb.	Projectile
6	400 ft.	Large	12 lb.	Projectile
10	300 ft.	Large	10 lb.	Energy
120	150 ft.	Large	17 lb.	Projectile
-	-	Large	10 lb.	-
60	50 ft.	-	-	Projectile
12	30 ft.	-	-	Projectile
6	20 ft.	-	-	Projectile
300	200 ft.	Huge		Projectile
*	1,000 ft.	Gargantuan	7,500 lb.	Projectile
60	300 ft.	Huge	55 lb.	Projectile
-	-	Gargantuan	4,000 lb.	-
1	1,000 ft.	Medium	30 lb.	Projectile
1	1,000 ft.	Medium	30 lb.	Projectile
1	1,000 ft.	Medium	30 lb.	Projectile
4	1,000 ft.	Huge	5,000 lb.	Projectile
N/A	50 ft.	Large	39 lb.	Energy
1	500 ft.	Large	25 lb.	Energy
10	500 ft.	Large	53 lb.	Projectile
30*	250 ft.	Large	42 lb.	Energy
-	-	Huge	60 lb.	-
120	500 ft.	-	-	Projectile
24	400 ft.	-	-	Projectile
24	350 ft.	-	-	Projectile
24	400 ft.	-	-	Projectile
-	-	Large	32 lb.	-
1	800 ft.	Small	8 lb.	Projectile
1	800 ft.	Small	8 lb.	Projectile
1	800 ft.	Small	8 lb.	Projectile
2	1,000 ft.	Huge	2,250 lb.	Projectile
-	800 ft.	Gargantuan	6,000 lb.	Energy
1	Unlimited	Gargantuan	22,000 lb.	Energy
1	100 ft.	Large	75 lb.	Projectile
1	4,000 ft.	Huge	8,000 lb.	Energy
1	200 ft.	Large	26 lb.	Energy
1	2,000 ft.	Large	23 lb.	Projectile

ammunition is limitless and leaves no evidence in the resulting wreckage. As befitting a weapon of the aqua cannon's complexity, the gravitic beam delivery system is large and extremely cumbersome.

Autogun, Computer Controlled Weapon System: Autoguns are street cannons controlled by combat droid brains. They are fitted to certain Justice Department vehicles and found as part of the defence systems of the more modern Sector Houses. The autogun system includes a sophisticated threat analysis protocol capable of studying the profiles of targets passing within a 300 ft. range and can differentiate between non-hostiles and enemies, automatically opening fire on the latter. Autoguns are presumed to have an ATAD and Fire Control System +5.

Blockbuster Cannon: The vast blockbuster cannon is a component of City Wall defences and also forms the main armament of the Omni Tank. A versatile weapon, the blockbuster can accommodate several ammunition types: High Explosive, Napalm and Stumm. The standard High Explosive shell is capable of annihilating small buildings and most vehicles in a single shot, and can level a city block with sustained fire. Napalm shells deliver fire damage and can cause intense conflagrations, while Stumm shells, acting as a standard Stumm gas grenade with a greatly increased area of effect, can incapacitate entire street crowds or galleries of block warriors with a single burst. A team of four judges operate the blockbuster, one as the main gunner, the other three to load. With a full crew, the blockbuster can be fired every round. For each gunner absent, the reload rate is reduced by one round. One man alone cannot reload the blockbuster due to the sheer weight of each shell.

Cluster Bomb: Designed to burst on impact, scattering explosive bomblets over a wide area, the cluster bomb is most commonly found on board Gunbirds. The huge area of effect of this weapon makes it suitable for attacking entire blocks or armies with equal ease and it is fully capable of ripping apart infantry or light vehicles. Only the most heavily armoured vehicles can hope to withstand a strike made by the cluster bomb. The range increment listed for the cluster bomb is to be used as a gauge to accuracy on the altitude of the craft it is dropped from – the cluster bomb is a free-fall device with no thrust system of its own.

Dead Key: All Banshee Pursuit Interceptors enjoy extra reach with the addition of the dead key, an electronic countermeasure able to deactivate the power plants of most fugitive, ground-based vehicles. Dead key is the name given to the electronic beam fired from a sophisticated telemetry projector mounted under the Banshee's bonnet. It targets the victim vehicle's transponder array, where the signal enters the ignition block and commands the master drive computer to switch itself off. The dead key gunner must target the weapon carefully by steering his Banshee into the correct position from which to fire and then negotiate the correct protocols with which to shut down the target vehicle. Once a successful ranged attack roll has been made with a dead key, the Banshee driver must make a successful Technical check at DC 10 in order to deactivate the target's power plant. Many perps, however, are known to intentionally encrypt the master drive computer of their vehicles in order to avoid the attentions of the Pursuit Squad. It is a relatively simple task to interfere with a master drive computer in this way and takes only 1d10

Dead Key

Peterson Fast Action Laser Cannon

Griffin Laser Cannon

Cluster Bomb

+ 10 minutes. When a dead key is used against such a vehicle, the gunner must succeed in a Technical check opposed by the Technical skill of the perp who encrypted the computer. If any Technical check fails with the use of the dead key, the gunner may try again upon another successful ranged attack roll. The dead key draws power from the Banshee's main power plant, assuring unlimited uses but does not function against bikes, which do not use transponder codes by default.

Griffin Laser Cannon: A tripod-mounted unit operated by a single judge, the Griffin is similar in appearance to the Cyclops but is fitted with an infrared targeting system and a gyroscopic stabiliser that grants a +2 bonus to attack rolls for every aiming action. The Griffin requires a large power pack to generate only a single shot but can be plugged directly into the main power grid when sited in installations, for a constant rate of fire.

Judgementbringer Cannon: Designed specifically for the Mechanismo series of robots, the Judgementbringer was intentionally built to resemble a huge Mk II Lawgiver. It functions in a similar fashion to the famous sidearm, though lacks the fast-focus viewfinder, self-destruct charge, Stun-Shot Energy Pulse and ability to fire Ricochet and Heatseeker rounds. In every other respect, it is identical, though its much larger shells grant unprecedented firepower. This weapon, more than any other system built into the robots, made the entire series utterly lethal to their enemies.

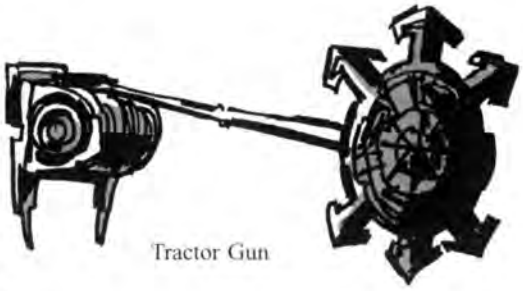
Nemesis Rocket: Large and powerful but now obsolete, Nemesis rockets are general-purpose missiles found on older vehicles. The Nemesis lacks any sort of guidance system and is most useful against slow moving or stationary targets. The standard launcher holds two rockets and requires 10 rounds to reload.

Peterson Fast-Action Laser Cannon: Even more powerful than the Peterson high intensity laser cannon, this heavy, fast-action version is a vital part of Mega-City One's laser defence mesh, capable of vaporising incoming missiles or small aircraft in a single salvo. Its fast charging energy capacitors draw power directly from the city's main power grid, allowing it to achieve rapid-fire. Usually only found on top of city blocks and the City Wall, the weapon's great weight and vast power limits the numbers of vehicles that can carry it. The killdozer battle tank carries the weapon as a standard feature, powering it with radioactive clasnium fuel cells. The HH-Wagon can be converted to carry a single heavy laser cannon, but must relinquish all cargo, passenger capacity and other weapons for the huge power generators required.

Stealth Missile: A low-yield, guided intercontinental missile covered with counter surveillance rendering the stealth missile invisible to enemy sensors. A first-strike weapon, the stealth missile is used to swiftly eliminate enemy control centres before they are even aware they are under attack. Anything caught within the area effect of a stealth missile is automatically vaporised.

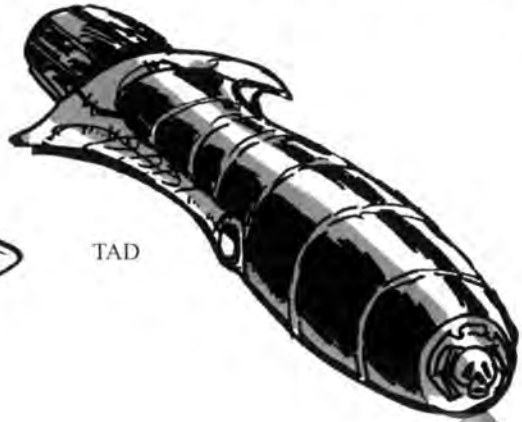
TAD: The Total Annihilation Device (TAD) is Mega-City One's last resort, a high-yield nuclear weapon that can level an entire sector. TADs have only ever been deployed twice – twenty-five were launched against East-Meg One during the

Nemesis Rocket



Tractor Gun

Stealth Missile



TAD

Apocalypse War. Later, they were used to destroy a number of large urban centres across the planet which were over-run by the undead during the Zombie War. Highly distinctive in appearance, TADs are three times the size of an HH-Wagon and are capable of levelling an entire Mega-City twice over. These are the most destructive weapons known to mankind and nothing is believed to be resilient to their blast.

Tractor Gun: The tractor gun is another specialist device mounted into the chassis of the Banshee Pursuit Interceptor. The tractor gun shoots a mechanical grapple into the bodywork of a fugitive ground vehicle, attaching itself to the target with six powerful metal talons. The grapple is linked to the Banshee by 300 feet of incredibly resilient plastisteel cable (DR 15, 40 hp) that automatically unwinds as the grapple flies towards the target. Smaller vehicles can then be pulled back towards the Banshee using a powerful winch, which forms the bulk of the tractor gun apparatus. Upon a successful ranged attack roll, any vehicle of large size or smaller will be automatically dragged back to the Banshee at a rate of 30 ft. per round. The Banshee may slow one speed band per round while this takes place, if the target vehicle chooses not to slow down voluntarily. Vehicles of greater size will pull the Banshee towards them, at the same rate, usually to allow the Banshee driver to draw his vehicle closer to the fugitive and attempt to jump aboard from his car's bonnet.

Urban Nuke: The smallest nuclear weapon in the Justice Department armoury, urban nukes are small missiles carried aboard Gunbirds and HH-Wagons and may only be deployed on the orders of the Chief Judge. An urban nuke is capable of annihilating an entire city block with ease. Anything caught within an urban nuke's area of effect is instantly vaporised.

Urban Nuke

Dredd's Compartment

'When a judge breaks the Law, there is no Law. There can be no exceptions; all who break it must pay the price.'

On Corrupt Judges

Special Issue Equipment

The Justice Department has an incredible array of equipment designed specifically to aid its personnel to fight crime on the streets. Much of the new equipment detailed in this chapter is designed specifically to support the new specialist judges in Chapter 2, whilst the rest is usually kept safely stored within the Sector Houses, ready to be deployed by the judges when needed.

Crash Suit: This is a tough, but lightweight, padded body suit, complete with helmet, worn by Pursuit Squad judges and engineered to protect against the effects of extreme velocities. In the event of a high-speed crash, the suit will inflate to buffer the wearer against impact damage. Crash suits offer Damage Reduction 4 in combat but increases to Damage Reduction 12 when involved in a crash or collision.

Dream Machine: A complex piece of equipment allowing Dream Police to interpret images from a suspect's subconscious mind. To function correctly, the suspect must first be induced into REM (rapid-eye movement) sleep. The resultant dreams are then viewed through an optic encephalograph, where they are subjected to stringent psychoanalysis.

Electro-Cordon: Electro-cordons generate a powerful, highly-charged force field used to protect Justice Department facilities from trespassers. Anybody attempting to cross the field will suffer a severe shock, being dealt 4d6 points of subdual damage and thrown backwards 2d6 feet. Vehicles and robots will suffer 4d6 points of damage, ignoring all Damage Reduction but will not be thrown backwards. A mobile version of the electro-cordon is used by riot squads to hold back crowds of rioting citizens. Such emitters must remain within 20 feet of each another or the field generated between them will collapse. Each emitter can move at the rate of 5 feet a round, has a Damage Reduction of 20 and 50 hit points. Weapons fire can penetrate electro-cordons freely.

EpiStrip: A fearsome-looking piece of forensic equipment that can remove the epidermal layer of skin from a suspect for forensic analysis. The procedure is quick and relatively painless but the machine, with its coffin-like booth and multiple robotic arms all tipped with razor sharp scalpel blades frequently inspires terror in the subject, often provoking a confession rather than suffer the horrors of watching one's skin being slowly peeled away. Once the outermost layer of a subject's skin has been peeled away, the technical analysis of it can begin, as forensics judges search for any incriminating substance or chemical.

Heavy Weapons Armour: Heavy weapons judges are attractive targets for enemy snipers and so a special suit of armour is worn as a countermeasure over the standard bodysuit with thicker padding and utility webbing to carry extra ammunition packs. This armour also comes equipped with augmented helmets, including a powerful magnifying visor to assist with long-distance gunnery and extra ear protection. Heavy weapons armour grants Damage Reduction 8. Its ranging helmet adds a +2 competence bonus to any Spot checks and cancels out all range increment penalties.

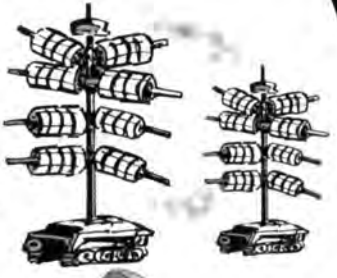
Holocaust Suit: This is the famous power-assisted survival armour worn by the elite members of the Holocaust Squad. The HS/1 suit is relatively small and light, with a built-in

Dream Machine

EpiStrip

HS/1 Suit

Heavy Weapons Armour



Electro-Cordon

parajet that propels the wearer at high speeds to mission objectives. The HS/1 suit is constructed from reinforced durasteel plating built over a powered exoskeleton, granting the wearer Damage Reduction 18 and a +2 bonus to Strength while worn. However, it also hampers manoeuvrability, inflicting a –2 penalty to Dexterity. The HS/1 suit is self-contained to offer protection from biological or chemical agents and comes equipped with a 24-hour air supply. The HS/1 suit also grants the user electricity resistance 10.

However, when the average citizen thinks of the Holocaust Squad, they immediately see the gigantic HS/2 armour. Standing over ten feet tall, the HS/2 suit is virtually indestructible, functioning equally well in outer space and at the bottom of the deepest ocean. Like the HS/1, the HS/2 is built over the base of a powerful industrial exoskeleton, but covered with a two feet thick coating of Kylo armour plating offering complete resistance to small arms fire and even repels heavy weapons damage. The powerful exoskeleton grants a +6 bonus to Strength and Damage Reduction 35, but also inflicts a –6 penalty to Dexterity. The suit's heavy metal gloves prevent the wearer from utilising hand weapons or delicate equipment, though it comes equipped with a built-in street cannon with a magazine of 120 shells and a 360° field of fire. It is almost impossible to move anywhere quickly in the HS/2 and a wearer will have his base speed reduced to 10 feet. The HS/2 is completely self-contained and is fitted with a 48-hour air supply. The HS/2 suit also grants the user electricity resistance 10.

Modular Repair Kit (MRK): A small, but highly advanced took kit carried by the Holocaust Squad. The MRK grants a +4 circumstance bonus to all Technical and Computer Use checks.

Parajet: A powerful flight-pack used by the Holocaust Squad and built into the HS/1suit as standard, parajets are powered by antigravitic engines. Retractable wings allow for flight in a similar manner to batgliders. Far tougher and much more manoeuvrable than a civilian jetpacker, a holocaust judge equipped with a parajet can make highly accurate drops. A parajet can carry a load of 400 lbs.

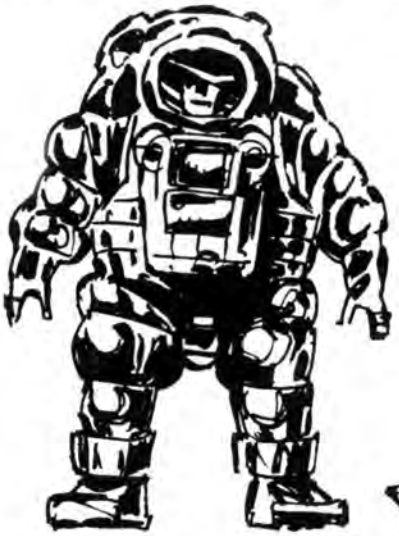
Size: Small; **Defence Value:** 15; **Damage Reduction:** 4; **Hit Points:** 15, **Speed:** 225 ft. (fly); **Weapons:** none; **Crew:** 1; **Passengers:** 0; **Cargo:** 0 lb.

Riot Armour: Heavy battle gear worn by riot squads in situations where hand-to-hand combat is preferable to firepower. Riot armour is a suit of segmented plastisteel plating and is able to withstand most small arms fire. The suit is also sealed against gas attack, with a built-in respirator and a 12-hour air supply. Riot armour reduces a character's base speed to 20 ft.

Riot Shield: Lightweight but sturdy, the riot shield is a large, circular plasteen guard strapped to the user's forearm to offer protection against melee attacks. A riot shield grants Damage Reduction, in addition to any other armour already worn. This bonus is DR +4 against such melee attacks and DR +2 against ranged weaponry.

Optional Street Equipment

Street judges have access to a wide array of technological devices to make their investigations easier but budget constraints prevent many Sector Houses from equipping their personnel with all the equipment they may otherwise be entitled to. The following items are available to judges only at the Games Master's discretion – they may be stationed within one of the 'wealthier' Sector Houses, or may be rewarded for excellence on the streets.



HS/1 Suit

Riot Armour and shield

Parajet

Modular Repair Kit

Remote and Remote Gun

Com-Scan: A small, hand-held digital holo-camera used to capture facial features by activating the device directly in front of a suspect. The image is then relayed to MAC via the judge's Lawmaster bike computer whereupon a positive identification of the 'mugshot' can be made. The com-scan must remain within 100 feet of the Lawmaster to be able to transmit the image capture and takes 1d6 minutes for a positive identification to be made.

Hand Line: A climbing aid comprising of a small pistol that fires a small rocket-propelled grapple attached to a monowire climbing line. The hand line has a small, but extremely powerful, winch retraction system, allowing a judge to rapidly ascend sheer surfaces with ease. To use a hand line, the judge must first make an attack roll with which to secure the grapple to a solid surface. The hand line is 100 feet in length at full extension and can hold a maximum of 400 lb.

Long Ear: This is a miniature surveillance system resembling a stethoscope that may be used on its own or plugged into a specially-modified judge helmet, interfacing with its headphones. The long ear greatly enhances the user's hearing and is used to eavesdrop on suspects through walls and doors, granting a +5 circumstance bonus to all Listen checks.

Olfactory Sensor: A small, hand-held scanner used to track a scent to its source, such as chemical pollutants, illegal substances like tobacco or even a suspect's pheromone residue if the quarry has thus been identified. Recent versions of the olfactory scanner project a beam, illuminating scent particle trails as glittering motes. Olfactory sensors grant a +5 circumstance bonus to all Search checks.

Remote: A miniature hover camera used when aggressive surveillance data is required. Remotes are fired in quantity into the operations zone by a scattergun to speed them past enemy defences. Once airborne, the remotes assemble at preset coordinates until they receive a command from a tek-judge controller who dictates their movements with a hand-held box. The remotes transmit real-time camera footage to a vid-screen bank for appraisal. Controlling up to two remotes requires a Technical check at DC 15. The DC increases by 5 for every two remotes controlled after that. Failing the roll causes the remotes to veer wildly out of control; use the Grenade Deviation Table on pXX of the *Judge Dredd Rulebook* to determine their final position. A Technical check is made as normal to regain control of the remotes.

Tac-Display (TD): Senior judges are often issued with helmets equipped with a digital heads-up display linked directly to MAC. The senior judge may request criminal records, building schematics, statistics and weapons blueprints from MAC, all downloaded to his visor for his reference within 1d6 minutes. The tac-display is useful in planning attacks, pursuing fugitives or navigating rapidly through the city without having to rely on the Lawmaster bike computer.

Tracer Dart: These are small projectiles with built-in radio transmitters fired from a pod fitted to the front fairing of Lawmasters on Meg-Way patrol. Tracer darts act as long-range bleepers, allowing the judge to track suspect vehicles over ranges of up to 25 miles. An attack roll is necessary to tag the target vehicle and tracer darts have a maximum range of 100 ft. The tracer dart sends a signal directly to the judge's Lawmaster bike computer, superimposed over a digi-map of the local road system as a flashing light that grows larger or smaller depending on the proximity to the target vehicle.

Justice Department Equipment

Item	Weight
Parajet	20 lb.
Modular Repair Kit	5 lb.
Dream Machine	3,750 lb.
Electro-Cordon, Mobile Emitter	375 lb.
EpiStrip	4,500 lb.
Security Worm	1 lb.
Com-Scan	1 lb.
Hand Line	4 lb.
Long Ear	1 lb.
Olfactory Sensor	3 lb.
Remote	1 lb.
Tac-Display	-
Tracer Dart	-

Justice Department Armour

Item	Weight	DR
Crash Suit	16 lb.	4/12
Heavy Weapons Armour	19 lb.	8
Holocaust Suit – HS/1	75 lb.	18
Holocaust Suit – HS/2	195 lb.	35
Riot Armour	28 lb.	12
Riot Shield	6 lb.	+2/+4

Tracer Dart

Com-Scan

Tac-Display

Olfactory Sensor

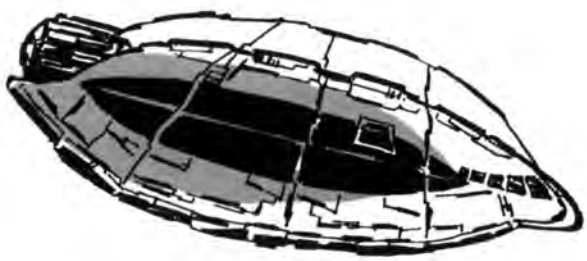
Long Ear

Vehicles and Robots

The vehicles and robots of the Justice Department detailed in the *Judge Dredd Rulebook* represent the merest fraction of the ordnance available to the judges in the battle to combat crime and maintain the Law. Presented here are a vsriety of ehicles and robots that a judge may be lucky enough to utilise at some time in his career, though not all are present in every sector, with only those Sector Houses granted massive budgets likely to have any in great number.

A-Wagon

The A-Wagon is the flagship vehicle of Atlantic Division, equipped with many standard features of a conventional H-Wagon, plus a submersible mode capable of withstanding the crushing depths of the ocean floor for over thirty minutes. Nicknamed the 'frog' by its crews, the A-Wagon has a marine camouflage paint scheme. The missile launcher used in the A-Wagon is specially designed for underwater combat and suffers no penalties in its use. The Pilot skill is used to control the A-Wagon, regardless of whether it is flying through the air or diving into the ocean.



Size: Gargantuan; **Defence Value**: 4; **Damage Reduction:** 15; **Hit Points:** 330; **Speed:** 900 (fly), 60 (water); **Weapons:** Hi-Ex Missile Launcher 3d12/20 (Bs, FC +1); **Crew:** 5; **Passengers:** 8; **Cargo:** 6 tons.

Banshee

The Banshee Pursuit Interceptor is reputed to be the fastest land vehicle in Mega-City One, for the highly-skilled drivers of the Pursuit Squad use the Banshee to chase and apprehend illegal speedsters and hot-rodders along the city's Meg-Ways. Banshees have Whitestream engines capable of amazing speeds, Firerock Plus tyres for added traction and durability, plus aerodynamic fins to help reduce drag and force the Banshee to hug the ground, preventing it from flipping at high speeds. An onboard computer called the Safe-Driver (nicknamed the 'Speed Demon' by Banshee drivers) can augment the Pursuit Squad judge's driving skills should he require it, granting a permanent +2 competence bonus to all Drive checks made within the Banshee. The vehicle is armed with a dead key cannon to shut down speedster engines during high-speed chases and a mechanical tractor gun that embeds a metal claw into the target's bodywork to restrain it.

Size: Large; **Defence Value:** 12; **Damage Reduction:** 12; **Hit Points:** 55; **Speed:** 600 (wheeled); **Weapons:** Dead Key (Bs), Tractor Gun (Bs); **Crew:** 1; **Passengers:** 1; **Cargo:** 100 lb.

Safe-Driver Computer Software Capacity: 8.
Software Packages: Drive +2; Emergency Stop.
Special: Includes automatic target acquisition system, autopilot and fire control system +2.

Gunbird

The Gunbird is a sleek, gull-winged version of the standard H-wagon, sacrificing armour and speed in favour of devastating firepower, making it both an airborne bomber and air assault vehicle. Armed with four Peterson high-intensity laser cannon and two pairs of missile launchers, the Gunbird sacrifices cargo capacity for a large bomb bay designed to deliver extremely precise strikes against enemy strong points.

Size: Gargantuan; **Defence Value:** 8; **Damage Reduction:** 10; **Hit Points:** 225; **Speed:** 750 (fly); **Weapons:** Two twin-linked Hi-Ex Missile Launchers 3d12/20 (Fr, FC +5), four Peterson High-Intensity Laser Cannon 4d12/20 (Fr, FC +3), two Cluster Bombs 3d10/12 (Bs, FC +1), one Urban Nuke (Bs, FC +2); **Crew:** 5 (1 pilot, 4 gunners); **Passengers:** 0; **Cargo:** None.

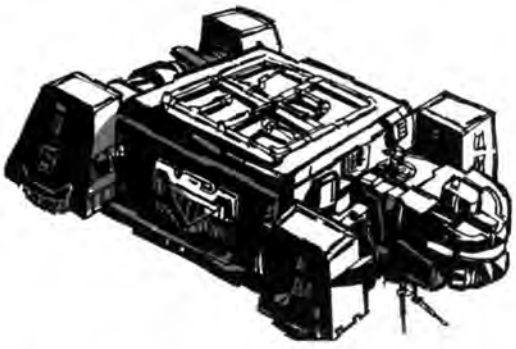
H-Wagon

The H-Wagon is an eternal sight in the skies of Mega-City One, monitoring all aerial traffic and responding to emergencies that require both rapid response and heavy firepower. Though lacking the extremely heavy armour and firepower of the Manta Prowl Tank, the various models of H-wagon are designed to fight crime far above the streets of Mega-City One, as well as form an integral part of the city's main defenses from attack by foreign powers. Equally adept at attacking flying vehicles or incoming nuclear missiles, the H-wagon forms the bulk of the Justice Department's airborne strength.

Size: Gargantuan; **Defence Value:** 4; **Damage Reduction:** 15; **Hit Points:** 290; **Speed:** 1,250 (fly); **Weapons:** Twin-linked Hi-Ex Missile Launcher 3d12/20 (Fr, FC +3), three Heavy Lasers 5d10/18 (Bs, FC +2); **Crew:** 3; **Passengers:** 12; **Cargo:** 6 tons.

HH-Wagon

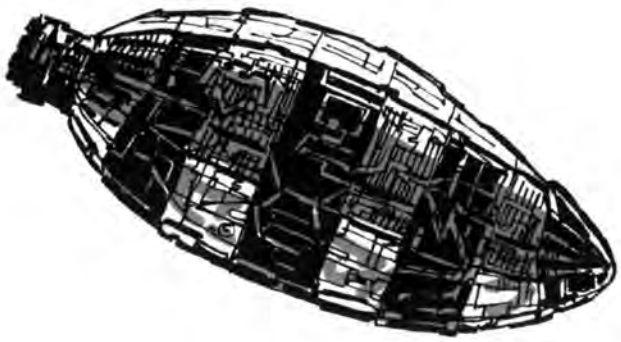
The Heavy H-Wagon, also known as the Big Chief, is the largest short-range Justice Department craft. Acting as a mobile Sector House, the HH-Wagon has all the facilities any street judge could hope to call upon short of a nuclear missile – and those can be supplied if enough warning is given. The HH-Wagon provides comprehensive back-up for ground forces including heavy artillery, combat personnel, full medical and technical facilities, holding cells and 8 Lawmasters. The HH-Wagon's large cargo bay even has the capacity to contain an Omni Tank, though the HH-Wagon must land to allow the tank to enter or disembark. HH-Wagons have permanent staff just like static Sector Houses and even have their own version of a Sector Chief called the Wagon Captain.



Size: Colossal; **Defence Value**: 4; **Damage Reduction:** 30; **Hit Points:** 1000; **Speed**: 950 (fly); **Weapons:** Quad-linked Hi-Ex Missile Launchers 3d12/20 (Fr, FC +5), two Cluster Bombs 3d10/12 (Bs, FC +1); **Crew:** 10; **Passengers:** 30; **Cargo:** 15 tons.

iCON-Wagon

The iCON is an intercontinental H-Wagon, highly distinctive with a teardrop hull and black and white stripes, earning iCONs the nickname of 'humbug'. The iCON-Wagon can transport Justice Department personnel from Mega-City One right across the planet and back again without the need for refuelling and they are most commonly employed for low-altitude journeys across the Cursed Earth, forming the second line of defence behind the A-Wagon fleet should Mega-City One come under attack from Black Atlantic hostiles. The iCON-Wagon is equipped with four, short-range reconnaissance vehicles called Yo-Yos. The iCON-Wagon's design has become a favourite among Justice Department aeronautic engineers who, upon receiving badly damaged iCONs, often retool the black and white shell for utility and short-range patrol duties.



Size: Gargantuan; **Defence Value**: 4; **Damage Reduction:** 20; **Hit Points:** 400; **Speed**: 2,850 (fly); **Weapons:** Twin-linked Hi-Ex Missile Launcher 3d12/20 (Fr, FC +3), three Cyclops Laser Cannon 4d10/20 (Bs, FC +2), two Stealth Missiles (Bs, FC +4); **Crew:** 4; **Passengers:** 6; **Cargo:** 8 tons.

Yo-Yo

Size: Large; **Defence Value**: 15; **Damage Reduction:** 10; **Hit Points:** 20; **Speed**: 300 (fly); **Crew:** 1; **Cargo:** 20 lb.

Law Pod

Law pods are generic, unarmed utility shuttles with modular internal compartments that can be quickly outfitted to allow them to perform personnel and cargo transportation duties. Law pods are typically only trusted to human pilots, though where manpower is in short supply, GO-4 robots have been reprogrammed to take their place until reinforcements are brought in.

Size: Huge; **Defence Value**: 3; **Damage Reduction:** 16; **Hit Points:** 225; **Speed**: 550 (fly); **Crew:** 1; **Passengers:** 10; **Cargo:** 2 tons.

Mk1 Modular Fighting Unit

Designed to travel and fight in hostile environments both on Earth and throughout the galaxy, modular fighting units (MFU) are built to last and unleash destruction on a massive scale. The first MFU was field-tested by a team led by Judge Dredd on a mercy mission to deliver vaccine to plague-ridden Mega-City Two, and comprised a K2001 land raider linked to a killdozer battle tank. Though the MFU proved a valuable asset, it was unable to complete the entire length of the journey across the Cursed Earth and so the redesign process began.

K2001 Land Raider

Size: Gargantuan; **Defence Value**: 6; **Damage Reduction:** 30; **Hit Points:** 520; **Speed**: 200* (wheeled); **Weapons:** Two Anti-Personnel Machine Guns 3d10/6 (Fr, FC +4); **Crew:** 1; **Passengers:** 4; **Cargo:** 2 tons.

* The K2001 is limited to a speed of 80 mph when linked to the Killdozer.

Killdozer

Size: Gargantuan; **Defence Value**: 3; **Damage Reduction:** 40; **Hit Points:** 750; **Speed**: 80 (tracked); **Weapons:** One Peterson Fast Action Laser Cannon 6d10/20 (Fr, FC +3), three Nemesis Rocket Launchers 6d12/20 (Tt, FC +2), two Street Cannon 2d10/8 (Fr, FC +2); **Crew:** 1; **Passengers:** 2; **Cargo:** 500 lb.

Mk2 Modular Fighting Unit

The Mk2 modular fighting unit built on the successes of the previous model and corrected its design mistakes, eradicating the Mk1's dependency on a track/wheeled drive system. The Mk2 MFU combines a K3000 land raider with an antigravitic cannoneer gun platform, the latter sitting atop the K3000 when not in operation. The Mk2 modular fighting unit is nuclear proof, acid resistant and has EM shielding, along with six, solid core wheels and is powered by highly efficient clasnium fuel cells. It uses an ultrascan sensorbrella long-range sensor system augmented by an uplink to the stratosat network. The K3000 land raider's forward compartment can even be ejected or pumped full of Stumm gas if enemy forces manages to breach it. The K3000's rear end is divided between a mek-station (with a complement of four robots), a med-bay, armoury and bike bay holding six Lawmasters. The cannoneer is a flying gun platform armed with a six-barrelled Cyclops laser cannon that rotates so two barrels are ready for firing while the others recharge. The Cannoneer's deadliest

weapon is the urban nuke, a last resort to quell dire threats to Mega-City One. The Cannoneer is powered by a clasnium reactor that generates an electromagnetic repellor field to prevent the Cannoneer from suffering flight control problems due to local atmospheric disturbances.

K3000 Land Raider

Size: Gargantuan: **Defence Value**: 6; **Damage Reduction:** 30; **Hit Points:** 600; **Speed**: 250* (wheeled); **Weapons:** Four autoguns 2d10/8 (2 Lt, 2 Rt, FC +6), two hi-ex missile launchers (Fr, FC +3), **Crew:** 2; **Passengers:** 11; **Cargo:** 3 tons.

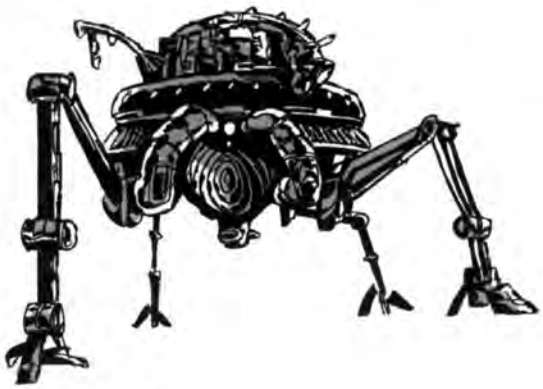
* The K3000 is limited to a speed of 200 mph when linked to the Cannoneer.

Cannoneer

Size: Gargantuan; **Defence Value**: 4; **Damage Reduction:** 30; **Hit Points:** 500; **Speed**: 500 (fly); **Weapons:** Two Cyclops Laser Cannon (rotating model) 4d10/20 (Tt, FC +2), one Urban Nuke (Tt, FC +2); **Crew:** 2; **Cargo:** 50 lb.

MONK

The Mek-Operated Nuclear Kill-pods sweep the murky, polluted waters of the Black Atlantic with high-resolution scanners, searching for enemy ships that may pose a threat to Mega-City One. MONKs are static defence platforms populated by a robot crew commanded by a single human station commander, arranged in chains across the sea bottom. Suspended on metal stilt legs, they take the appearance of gigantic, cyborg crabs. These same legs are capable of slow, but steady, movement should the MONK have to change position. The missile launchers carried on board are identical to those featured on A-Wagons and are fully adapted for use underwater.



Size: Colossal; **Defence Value**: 5; **Damage Reduction:** 40; **Hit Points:** 1500; **Speed**: 5 (tracked); **Weapons:** Four Aqua Cannon 4d12/16 (Fr, Lt, Rt, Rr, FC +3), ten Hi-Ex Missile Launchers 3d12/20 (3 Fr, 2 Lt, 2 Rt, 2 Rr, FC +2); **Crew:** 1 Human, 15 Servodroids; **Cargo:** 10 tons.

Omni Tank

The Omni Tank is a street-superiority, mobile weapons platform with a design that resembles pre-Atom War tanks. Squat and blocky in appearance with 12 inch thick Kylo armour plating, the Omni Tank is impregnable to all but the most powerful of weapons. Its main armament is the blockbuster cannon, supplemented by four robotic autoguns. The heavy armour and weapon payload naturally means that the vehicle lacks speed and, indeed, the Omni Tank is the slowest vehicle in the Justice Department's armouries. This lack of speed means the tanks are usually only deployed in the most serious of emergencies.

Size: Colossal; **Defence Value:** 8; **Damage Reduction:** 25; **Hit Points:** 600; **Speed:** 100 (tracked); **Weapons:** One Blockbuster Cannon 10d10/20 (Tt, FC +4), four Autoguns 2d10/8; **Crew:** 5 (1 pilot, 4 gunners); **Passengers:** 0; **Cargo:** None.

People Plough

Based on rad-traks used by heavy industry to clear away radioactive debris from reclaimed city sectors, People Ploughs are somewhat smaller than rad-traks. However, they perform their function, to contain or disperse unwanted congregations of citizens, extremely effectively, completely bypassing the need for riot foam or Stumm gas. Smaller plough variants are sometimes used by clean-up squads to shift wreckage, collapsed roadways or massed corpses.

Size: Colossal; **Defence Value**: 1; **Damage Reduction:** 30; **Hit Points:** 800; **Speed**: 50 (wheeled); **Crew:** 1; **Cargo:** 500 lb.

Ram-Raider

A fast and heavily-armed robot-controlled battering ram used to breach fortifications, the Ram-Raider is capable of creating an entry point in many buildings, allowing for a full ground assault. Ram-Raiders are often disguised as conventional civilian vehicles to hide their true nature until it is far too late for perps to counter its approach. This vehicle has a small passenger-carrying capacity, used to deliver armed judges into the breach so they can clear enemy fortifications from the point of entry in advance of back-up.

Size: Large; **Defence Value**: 9; **Damage Reduction:** 15; **Hit Points:** 150; **Speed**: 250 (wheeled); **Crew:** 1; **Passengers:** 3; **Cargo:** 0 lb.

Spacecraft

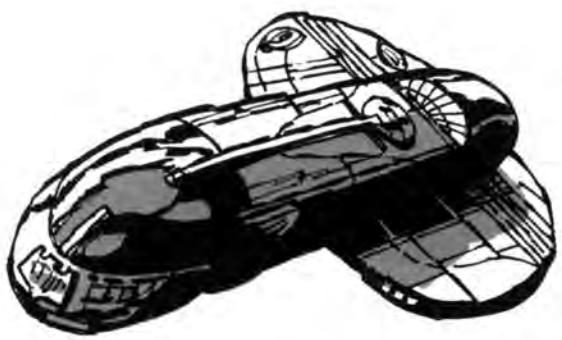
The Justice Department has a whole range of spacecraft to safeguard Mega-City One space and the entire solar system. The in-system patrol craft comprise short and long-range models such as the Hubble Attack Ship and Blazer Interdictor Customs Yacht. The famed *Justice*-series spacecraft are capable of extended journeys into the depths of deep space on errands of mercy or combat strikes.

In addition to the patrol and defence of Mega-City One space and the outer system colonies, the Justice Department also has a responsibility to the greater galactic community as a signatory of the Interstellar Trade Protection Act. The largest *Justice* spacecraft are the battle cruisers like the *Solomon, Fargo* and *Goodman*, deployed along borders of enemy alien powers such as the Klegg Empire, Lawlords and Xenos. Justice Department spacecraft will be fully detailed in *The Rookie's Guide to the Galaxy*.

S-Wagon

An urban stealth-surveillance craft, nicknamed the Night Owl, the S-Wagon is used to monitor suspect activities throughout Mega-City One in circumstances where conventional spy-in-the-sky and streetcam technology is insufficient to produce a satisfactory recording.

S-Wagons carry state of the art surveillance equipment, including hi-gain panoramic ultrascan sensor suites and remote cameras contributing towards a final, three-dimensional, image capture. S-Wagons have advanced baffles throughout their power plant and motive systems to reduce antigravitic drive noise and vibrations, as well as a sensor-absorbent hull to defeat enemy scanners.



Size: Huge; **Defence Value**: 4; **Damage Reduction:** 10; **Hit Points:** 250; **Speed**: 900 (fly); **Crew:** 3; **Passengers:** 2; **Cargo:** 150 lb.

ToxBuster

The vanguard of any Special Chemical Squad operation is the ToxBuster, a vehicle equipped with industrial-strength hoses, vacuums, solvent-sprays and decontamination rays all designed to eradicate or reduce damage caused by accidental toxic spills or chemical weapon usage. ToxBusters have countermeasures for all chemicals registered for use within Mega-City One and can quickly develop solutions for unknown or illegal substances. The ToxBuster itself is protected from chemical damage by kylo plating.

Size: Huge; **Defence Value**: 6; **Damage Reduction:** 18; **Hit Points:** 300; **Speed**: 225 (wheeled); **Crew:** 1; **Passengers:** 3; **Cargo:** 1500 lb.

Justice Department Robots

Though used in relatively small numbers after previous Robot Wars, the droids of the Justice Department fulfil vital functions where either a judge's impressive skills are wasted or his life potentially in jeopardy. There have been many proposals in the past to gradually replace more and more duties of the judges with robots but the disastrous mechanismo projects have so far ensured that this has not happened.

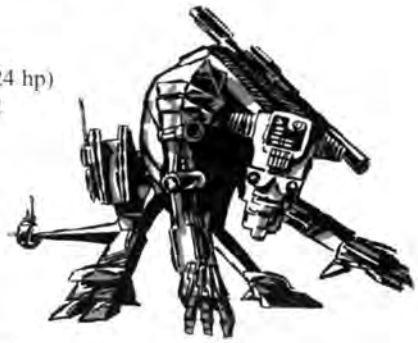
Audit Droid

Also known as 'bookkeeper drone's, audit droids are an essential part of any Acc-Div Credit Squad. Each of these hovering globes incorporates a highly sophisticated accounting computer, able to interface with all conventional financial systems to track down economic irregularities. In some circles, the appearance of an audit droid can cause more fear than the arrival of a NIX-1 war droid, necessitating the addition of an electra zap gun to protect against unlawful tampering.

Small Robot
Hit Dice: 1d12 (6 hp)
Initiative: +3 (+3 Dex)
Speed: 20 ft. (fly)
DV: 11 (size +1)
Damage Reduction: 4
Attacks: Slam +0 melee, or electra zap gun (2d8, -) ranged
Damage: 1d4-2 slam or 2d8 subdual damage
Face/Reach: 1 ft. by 1 ft./1 ft.
Abilities: Str 6, Dex 16
Software Capacity: 24
Software Packages: Computer Use +10, Data Access

Bomb Hound

A highly specialised robodog used by the Bomb Squads, the bomb hound is fitted with the most powerful hi-focus sensors available to the Justice Department in order to locate explosives using olfactory, sonar and thermal imaging. Bomb hounds are equipped with powerful claws to dig out buried or hidden bombs, as well as thick armour plating to protect against explosive damage, though they can also be used as 'perp-sniffer's, assisting in the hunt for fugitives.



Small Robot
Hit Dice: 4d12 (24 hp)
Initiative: +2 (+2 Dex)
Speed: 40 ft.
DV: 11 (size +1)
Damage Reduction: 10
Attacks: Claw +0
Damage: Claw 2D6
Face/Reach: 5ft by 5 ft/5 ft
Abilities: Str 12, Dex 14
Software Capacity: 32
Software Packages: Listen +6, Search +8, Spot +8, Track.

GO-4 Bot

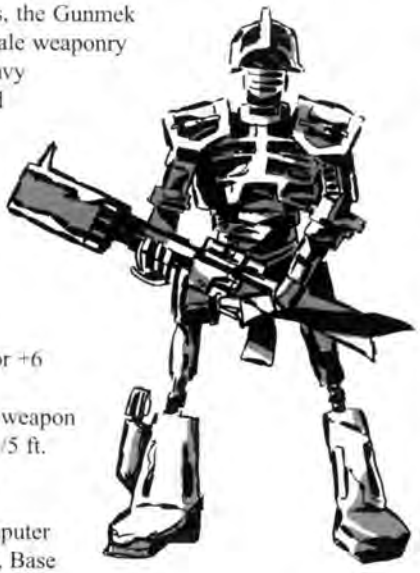
This is the Justice Department's general-purpose servodroid and every Sector House has dozens of GO-4 bots performing menial tasks such as cleaning, fetching, carrying and minor maintenance. Strong and versatile but completely lacking in personality, GO-4 bots can be pressed into service in administrative support roles during an emergency, with only small modifications made to their b command routines and softw

Medium Robot
Hit Dice: 3d12 (19 hp)
Initiative: +0
Speed: 30 ft.
DV: 10
Damage Reduction: 4
Attacks: Slam +0 melee
Damage: 1-4 slam
Face/Reach: 5 ft. by 5 ft./ 5 ft.
Abilities: Str 12, Dex 12
Software Capacity: 48
Software Packages: Computer Use +4, Drive +4, Pilot +4, Knowledge (maintenance) +7, Technical +5

Gunmek, General Purpose Battle Droid

A humanoid robot with limited intelligence and even less personality, the Gunmek is a standard infantry model. Built

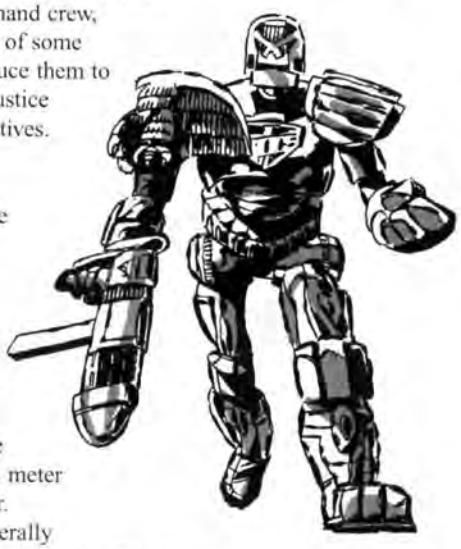
with humanoid dimensions, the Gunmek can easily wield human-scale weaponry and often accompanies heavy weapons squads on ground exercises.



Medium Robot
Hit Dice: 5D12 (36 hp)
Initiative: +3 (+3 Dex)
Speed: 30 ft.
DV: 19
Damage Reduction: 8
Attacks: Slam +6 melee or +6 ranged
Damage: Slam 1d8 or by weapon
Face/Reach: 5 ft. by 5 ft /5 ft.
Abilities: Str 14, Dex 16
Software Capacity: 24
Software Packages: Computer Use +2, Drive +2, Pilot +2, Base Attack Bonus +6

Mechanismo, Mk IA

The Mechanismo Project sought to reverse the fall in judge manpower by replacing them with combat androids. Numerous glitches resulting in significant loss of life ended the project. The remaining Mechanismos were retooled and placed aboard Space Corps cruisers to assist the command crew, despite the efforts of some judges to reintroduce them to the front line of Justice Department operatives.



The current Mechanismo is the Mk IA, twelve feet in height with a body chassis resembling a huge street judge, complete with helmet, built-in lie detector, pollution meter and voice analyser. Mechanismo is literally overloaded with weapon systems. Its primary weapon is the Judgementbringer cannon, taking the appearance of a Mk II Lawgiver the size of a street cannon, though it is unable to fire Heatseeker or Ricochet rounds. Each index finger hides a small, but powerful, laser pistol. Both hands are hinged and can swing aside to deploy cling-nets and Stumm gas grenades. Concealed within each forearm is a missile launcher, linked directly to the Mechanismo's computer brain, allowing it to guide the standard hi-ex missiles flight. If the Mechanismo performs one aiming action, it can lock on to any target of small size or greater with any single weapon, granting it a +4 competence bonus to its next attack roll.

Large Robot
Hit Dice: 20d12 (140 hp)
Initiative: +5 (+5 Dex)
Speed: 40 ft.
DV: 13
Damage Reduction: 20
Attacks: Slam +20/+14/+8/+2 melee, or weapon +16/+10/+4 ranged
Damage: Slam 3d6+10 or by weapon
Face/Reach: 5 ft. by 5 ft./10 ft.
Abilities: Str 30, Dex 20
Software Capacity: 224
Software Packages: Base Attack Bonus +10, Computer Use +10, Concentration +10, Drive +5, Intimidate +10, Knowledge (law)+10, Listen +10, Pilot +5, Read Lips +5, Ride +5, Search +5, Sense Motive +10, Streetwise +10, Technical +10; Data Access, Far Shot, Point Blank Shot, Precise Shot, Rapid Aim, Weapon Focus (Judgementbringer), Weapon Specialisation (Judgementbringer)

NIX-1, Heavy War Droid

Huge, lumbering and brainless, the NIX-1 is the Justice Department's standard war droid model. A walking tank in all but name, the NIX-1 provides fire support for heavy weapon squads and 'muscle' to Gunmek units though it is only used in great numbers during the most major of disasters. NIX-1 droids are armed with a pair of twin-linked street cannons.

Large Robot
Hit Dice: 10d12 (60 hp)
Initiative: 0
Speed: 20 ft.
DV: 19 (-1 Size Modifier)
Damage Reduction: 15
Attacks: Slam +10 melee or twin-linked street cannon +10 ranged
Damage: Slam 3d8 or street cannon 2d10/8
Face/Reach: 8 ft. by 8 ft./8 ft.
Abilities: Str 25, Dex 10
Software Capacity: 32
Software Packages: Base Attack Bonus +10, Weapon Focus (street cannon), Weapon Specialization (street cannon)

Locations

The Justice Department has resources and headquarters spread throughout the length and breadth of Mega-City One. From the heavily defended armouries to the millions of watching bays placed in key positions within every sector, the judges are able to monitor the daily lives of the citizens they police and allocate vital resources to fight crime as efficiently as possible. This chapter takes a look at some of the key locations in the city that are owned by the Justice Department.

Academy of Law

The Academy of Law outwardly resembles the Grand Hall of Justice on a smaller scale and is sited along Fargo Street, within sight of the larger building. The Academy trains judges, endowing them with all the mental and physical skills they will need to survive against the dangers of Mega-City One. Cadet judge applicants are drawn from two sources: the children of Mega-City citizens and clones from the gestation banks of Genetic Control, replicants of the city's greatest judges. Children born naturally are removed from their parents at age five, if their genetic profiles mark them as having the potential to make for good judge material, but even so, a series of tests called the 'gateway exam' are performed on enrolment day to double-check their credentials. Once accepted for training, cadet judges are given a black bodysuit, Lawgiver LE and simple white helmet, then assigned a bed and private locker in one of the Academy's dormitories. A dorm-master, an eleventh year cadet, acts as liaison between the cadets and the Academy Principal. From this moment on, all eyes are on the cadets - if they show any signs of weakness, or fail their exams, they will be summarily expelled without the opportunity to retake their tests; just as the street judge gets no second chances in life and death situations, neither does his younger counterpart.

THE ACADEMY OF LAW, WHERE EVERY MEGA-CITY ONE JUDGE LEARNS HIS CRAFT OVER FIFTEEN GRUELLING YEARS.
ACADEMY OF LAW
BEFORE QUALIFYING AS A JUDGE, A CADET MUST UNDERGO A STRINGENT TEST, UNDER ACTUAL STREET CONDITIONS.

Cadet judges are taught by a number of judge-tutors - retired street judges - who pass on their valuable knowledge to the next generation of law enforcers. Between the ages of five and seventeen, cadet judges are trained intensively in combat, survival and teamwork skills in addition to a basic understanding of the Mega-City's geography, politics and the behavioural patterns of the citizens that the cadets will one day pass judgement upon. At the age of ten, cadet judges are given their first fully-functional Lawgiver pistol and allowed to train against combat robots carrying live ammunition in the street sim, a cut-down replica of a Mega-City sector built within the Academy's walls. Once a month, the cadets are taken into the city aboard an observation pod to study street judges in action. The attendant judge-tutor questions the cadets on aspects of the scenario enacted in front of them.

In their twelfth year, cadet judges embark on a CEET (Cursed Earth Evaluation Test, also known as the 'Hotdog Run') into the radlands beyond the city, led by two senior judges who grade the cadets on their success at defeating bands of mutant marauders and other Cursed Earth horrors. The successful cadets who return to the Academy are schooled for three more years before they become rookie judges, earning their half eagle badge. Rookies are then entered for their FST (Final Street Test). The FST is a make or break time for the rookie judge; he is assigned to a senior judge and taken on a Lawmaster patrol into Mega-City One. The senior judge places the rookie in situations that will test his judgement, knowledge and reflexes to their fullest. If the rookie passes the test to the senior judge's satisfaction, he has finally made the grade of full eagle. He receives the black helmet and full eagle of a judge at the Grand Hall of Justice during a sombre ceremony attended by the Chief Judge.

Street judges often return to the Academy of Law in the first few years of their careers for advice from their former tutors until they become more confident in their own judgements. Judge-tutors come from all wings of the Justice Department

and a judge can usually find a tutor with specialist knowledge in his field of inquiry, though those who rely on their former teachers too often can expect to be reprimanded (500XP penalty per visit if the Games Master feels the judge should be able to deal with the matter in hand without judge-tutor involvement).

Armouries

The Justice Department maintains five armouries in Mega-City One, one for every region within the city wall. The armouries store every weapon short of TADs on standby for immediate despatch to Sector Houses with the budget to afford new stock. As part of cost-cutting measures after the Apocalypse War, armouries now feature manufacturing facilities able to machine weapons practically on demand. Justice ordnance was formerly contracted out to research and development companies such as the West 17 test labs and General Arms, but recent incidents of sabotage best exemplified by the Lawgiver MkII fiasco of 2121 have prompted a return to in-house production. Independent weapons designers continue to be consulted, but all schematics are turned over to the armoury tek-judges under a financial agreement allowing the Justice Department to modify designs as it deems necessary without warranting royalty payments to the originator for replication of their ordnance. The armouries are manned by upwards of 500 tek-judges, the brightest thinkers in the field of combat design in the western hemisphere. These 'boom teks' design weaponry or modify blueprints commissioned from outside companies before robot machining and field-testing in the city's worst trouble spots begins. Tek-armourers can repair most weapons and equipment in half the time stated on the Technical skill table on pXX of the *Judge Dredd Rulebook*.

Justice armouries are spaced equidistantly around the Central Combat Depot in Sector 1, the largest of the armouries and the storehouse for the mighty Omni Tanks. The armouries are protected by plascrete walls ten feet thick and armed with at least four autoguns. The boom teks will take up arms if necessary to defend the armouries, calling on an incredible array of killing machines.

Emergency Ops Bases

In the wake of the Great Atom War, Chief Judge Fargo ordered a network of bases be constructed beneath Mega-City One, linked to the existing Tactical Command Bunker beneath the Grand Hall of Justice, as a fall-back position for command personnel should the city once more come under enemy attack. The Second Robot War saw the use of those bases (typically referred to as EMoBs) for the first time when the forces of Nero Narcos forced the judges into total retreat.

Mega-City One has eleven EMoBs in service, all connected to the Tactical Command Bunker by evac-tubes navigable by brightly-lit law pods. The EMoBs function principally as communications nodes, directing forces on the surface towards the common goal of defeating whatever enemy or situation prompted the relocation underground. Surface megaband towers keep the judges in constant dialogue with their leaders; should they be damaged or rendered totally inoperable, an uplink transceiver hidden in the heights of the Mega-City Museum can patch into the stratosat network, relaying command directives to ground forces from space.

The Tactical Command Bunker (TaCoB) is the first port of call for the Chief Judge, the Council of Five and all Divisional Chiefs if they are forced to flee the Grand Hall of Justice. Located one mile beneath Justice Central, the TaCoB features an exact copy of the Justice Nerve Centre and the Council of Five's chambers where control over the surface judge forces can be re-established. If an enemy contingent threatens to breach the TaCoB, they must face a barrage of autoguns and NIX-1 war droids. If these awesome defences are defeated, the Chief Judge can be whisked away by subterranean law pod through Evac-Tube Alpha to a cavernous hanger bay in Sector 305 where Justice 7, a high-speed space cruiser, awaits to take the Chief Judge to a stratosat where the rallying of ground forces can be resumed.

Emergency Ops Bases designated A-D are assigned to regional commanders who form the liaison between the 305 Sector Chiefs and TaCoB, interpreting commands from Justice Nerve Centre in a manner best suiting the present condition of their subordinates. The remaining seven EMoBs (E-K) are supply depots fielding reserve weaponry and equipment, delivering support ordnance via servo-tubes to secret supply caches across the city.

Grand Hall of Justice

Rebuilt twice after a succession of attacks, the Grand Hall of Justice remains the symbol of justice in Mega-City One, towering over Justice Plaza and the glittering monuments that are testament to battles gone by to preserve Law and order in the city. The Grand Hall thrusts into the sky like a huge steel dagger, surmounted with a massive, plastisteel eagle whose head contains the Chief Judge's offices and the Council of Five's conference chamber. The Grand Hall, also known as Justice Central, is the tallest law enforcement building in the city, topping three hundred levels, all packed with state-of-the-art computer equipment (including the MAC mainframe), weapons defence systems, enormous hanger bays and all the features one can expect from a Sector House overseeing the infamous Sector 44 East, also known as New Manhattan.

Inside the Grand Hall's nuclear blast-proof walls, the lower levels are indistinguishable from those of an average Sector House, though there are considerably more holding pens, three times that of any neighbouring precinct. The detention levels lead down into a gallery of interrogation cubes. Down further still lurks SJS Headquarters, accessible only by Atomic 4 security code cards. The whole building is powered from a direct feed to Power Tower, but dozens of tesseract generators wait on standby should the main supply become suspended.

The highest levels are reserved for command personnel and are known as the Nerve Centre. An Atomic 2 security pass is required for any judge wishing to enter or leave the Nerve Centre through doors guarded by judges armed with Widowmakers. The Senior Chamber, an indoor amphitheatre large enough to seat every senior judge in the Justice Department, dominates the first nine levels beyond the security doors. Vaguely similar in function to the Chamber of Congress of the old American Senate, the Senior Chamber is convened when important matters concern the Justice Department, such as the election of a new Chief Judge and the ratification of new laws. Overlooking the chamber are permanent offices occupied by the Justice Department's Divisional Chiefs; Tek, Med, Street, Atlantic, Accounts, Immigration, Personnel, Space Corps, Undercover, COE and the Special Judicial Squad. PSU has a satellite office in mothballs should its chief be summoned to the Grand Hall. The divisional offices are freely connected to the Council of Five's chamber and to the Chief Judge's office, behind which is a communications centre that can be operated only by the Chief Judge following a retinal/brain-function scan. From this room, the Chief Judge has unrestricted access to all the MAC databanks and an Atomic 4 security clearance to the COE's silencer operations progress updates.

In complete contrast, the Hall of Heroes, located on Level 17, is open to all citizens. The Hall of Heroes offers a dazzling display of the Justice Department's most impressive accomplishments in animatronics, holographic and physical formats. Uniforms worn by famous judges gone by, weapons that saved the city from annihilation, the Wall of Honour - badges taken from brave judges who died protecting Mega-City One - and recreations of classic moments in the annals of justice are available for all to enjoy for only 30 credits (all proceeds go to the Judges' Fund). For those who like their drama on the morbid side, the Black Museum next door heaves with relics of criminals, tyrants and mystics who dared oppose the Justice Department and lost. Both exhibits are covers for secret exits from the Grand Hall into the Tactical Command Bunker (TaCoB), or bolt holes leading to openings in back streets several blocks away. Alternatively, the Chief Judge and Council of Five can activate a secret elevator unmarked on any construction schematic that will transport them rapidly below ground, straight into a bay where a law pod waits to ferry them directly to the TaCoB.

Detainment Facilities

With the highest crime rates on Earth, the Mega-City One Justice Department has had to develop ways to contain millions of convicted criminals, many for the remainder of their natural lives; incarceration is the city's largest growth industry. When an arrest has first been made, a citizen is booked in the local Sector House and his details entered into the 'blotter', a perp database linked to MAC and, if deemed necessary, a judge will be assigned to interrogate the citizen about the nature of his offence. If such an investigation is warranted, the citizen will be placed in a shakedown cube. Otherwise, the citizen – now a convicted criminal – is locked in a holding cube to await transport by law pod to an iso-cube within one of the city's countless iso-blocks, where he will serve his sentence. Juvenile offenders are detained in juve cubes that are no less intimidating than iso-cubes but located in rehab centres where it is hoped first time offenders can return to society following extensive community service and social readjustment programs. Mentally disturbed citizens brought in for incarceration will first be assessed in psycho-cubes by a med-judge to determine whether their antisocial malady can be treated or cured by medical technology. If not, long-term psychiatric observation will accompany the prison sentence. Criminals with psi-talent are not sent to a Sector House but immediately transferred to Psi-Division Headquarters where the extent of their powers can be studied on the other side of a psi-cube, similar to an iso-cube but built from a material that can block the transmission of most low-to-medium-scale psykers. This unique material, known as psi-brick, imposes a Power Resistance of 25 upon any psyker attempting to project his psi-talent beyond the confines of the psi-cube.

Iso-blocks are outwardly similar to Sector Houses but are filled with level upon level of iso-cubes. A typical iso-block stands much taller than a Sector House at around fifty to one-hundred-levels in height. Tesseract power generators lay at the building's base, independent from the Mega-City power grid. The generators provide heating, air conditioning and electronics power, including the mechanisms that keep the inmates' cell doors closed. The prison levels are all built to a standard configuration; low-risk offenders (jaywalkers, social annoyances, tax evaders, etc. . .) are housed in iso-cubes fused to the level floor. High-risk offenders (murderers, terrorists, blitzers, etc. . .) are confined to spherical iso-cells suspended above the ground by great hydraulic arms to keep the prisoners from escaping should the block's power fail and the cube doors malfunction and open. The upper levels are reserved for the iso-warder quarters, med-bay, armoury, rec-deck and the block governor's office, plus a megaband transceiver to summon reinforcements if a breakout occurs that the staff are unable to contain. Iso-block detainees are allowed out of their cells at set times for exercise in the ground-level, outdoor yard circling the iso-block, communal hygiene necessities and minor recreation privileges for low-risk offenders. These minor criminals are also allowed visits from family and friends for half an hour each month. All prisoners are watched closely by the iso-warders, armed with rifles and electro-prods. Anti-personnel laser cannon guard the block's main entrances from unauthorised visitors and those attempting to escape. A battery of Peterson fast-action heavy laser cannon track the skies for attack from criminals attempting to bust their friends out of confinement.

Due to the chronic lack of space with which to build new detainment facilities, the Justice Department has had to turn over the administration of many of its iso-blocks to the Housing Department. This arrangement means the conversion of existing structures into new iso-blocks requires far less red tape and can proceed much more swiftly. In addition, the

relinquishing of the justice iso-block business frees up billions of credits that can be ploughed back into the Justice Department Treasury and the improvement of judicial services across the city.

Another method of redistributing prisoners has been the practice of farming them out to Cursed Earth work camps like the Mines of Mutieland, upholding the centuries old ideology of forcing the perps to work for their gruel. The work is backbreaking, but for many indentured labourers, it is their first real taste of gainful employment and ironically an experience they miss after serving their sentence and returning to Mega-City One.

Psi-Division Headquarters

Dwarfed by the shadow of Sector 44's Babylon Bridge and yet home to Mega-City One's most powerful paranormal operatives, this building makes little impression on the citizens who pass it by, but without the men and women of Psi-Division, the city would have doubtlessly been destroyed several times over. The first thing a visitor to Omar House (named after former Psi-Div Chief Omar who sacrificed himself to save the city) notices is just how very quiet the building's interior is, shielded from the incessant sounds of traffic and humanity by noise-absorbent plating allowing the resident psychics to concentrate more deeply on focusing their powers. Omar House is inaccessible to the public and Atomic 3 security code cards are necessary to enter, examined by armed guards.

The building's sub-basement level - 'double zero' - is reserved for Psi-Lab, a research facility encased within a vault armoured by psi-brick. The psi-lab technicians conduct controversial studies into previously unexplored frontiers of psychic phenomena, including mental control over interdimensional gateways, thought-form creation and Kirlian combat. Psi-School occupies the middle levels. Here, veteran psi-judges prime psychics recruited from cadet judge and civilian stock in the use of their powers while psychoanalysts assess mental competence and ability to use burgeoning powers responsibly. The upper levels are where the fully-fledged psi-judges go about their business. On first impression, this does not appear to be very much other than sitting around tables in soundproofed cubicles and drinking endless synthi-cafs. In actuality, the psi-judges are training their powers, assisting Street Division investigations by mentally scanning artefacts from crime scenes for evidence invisible to technological forensic science. Beyond these psyk-cubes, groups of pre-cogs and mind readers combine their powers to scan Mega-City One for threats manifesting themselves along the psi-flux (the psionic energy frequencies), enemies operating on the material plane or attempting to wreak havoc from parallel dimensions.

Psi-judges are quartered at Omar House. They are an unpredictable, emotionally extreme and, to an extent, unstable society who require constant supervision and encouragement from counsellors. Psi-judges are allowed a wide variety of recreational options - unimaginable luxuries compared to those served to street judges - to help relax their tensions and settle their minds after a hard day 'sucking the flux.' Judge Shenker is chief of Psi-Division, occupying top storey offices beneath the building's megaband transceiver array. A Grade B telepath, Shenker finds the noise of the communications centre pumping out digital bits above his office soothing, distracting him from the static generated by background swells of psychic energy rippling against his conscious mind.

Tech 21

Electro-cordons, armed patrols and walls thick enough to bury an H-Wagon ring Tech 21, defences in place to keep activities within from endangering the rest of the city. Tech 21's teams combine the best minds of Tek-Division and civilian scientists from powerful think tanks such as Tech-Frontiers, Statten Cyber and DiscoverInc. Their goal is to explore the limits of interdimensional science and harness otherworldly forces for the betterment of Mega-City One. Where-as Psi-Lab conducts studies into mental-dimensional relationships, Tech 21 uses hard technology to explore the countless parallel dimensions for scientific and financial opportunities by launching manned and unmanned probes into the unknown. Most do not return, for the dimension warp is a treacherous domain. Those that do make it back report of both amazing wonders and soul-destroying terrors. Tech 21 has suffered two disastrous breaches of security in the past, leading to dire consequences for Mega-City One. In 2112, renegade Judge Kraken took possession of D-jumps held for study at Tech 21, allowing the Dark Judges to escape their dimensional exile and wreak havoc. More recently in 2123, probes sent to explore a series of parallel Mega-City Ones ruptured the space-time continuum, allowing a military expedition led by a parallel Earth Chief Judge Caligula to seize control of the Grand Hall of Justice and murder many of the city's most capable judges. The so-called Helter Skelter effect was soon contained, but Tech 21's reputation as a viable research facility is badly damaged and its future is now uncertain.

Watching Bays

Every sector has dozens of watching bays where street judges can overlook pedways, plazas and roadways for signs of lawlessness. Watching bays lead off from judge lanes and are only accessible with a judge's override card, activating the opening of a single, armoured door wide enough to accommodate a Lawmaster and its rider. Inside, a room of twenty foot dimensions looks out through a plasglass screen onto a portion of the sector. The screen can be raised by a control set into the wall at the side. Every watching bay has one medipack stored inside a locked box (again, opened by the judge override card) and a radio unit mounted on the opposite wall should the judge's own communications equipment fail or be damaged.

Sample Characters

The following sample characters are those most commonly found within the locations covered in this chapter. Games Masters are free to use these characters in their games as detailed below, or alternatively use them as the basis for their own unique characters in extended campaigns.

Cadet Judge

Street Judge 1; HD 1d12+1 (8); Init +4 (+4 Improved Initiative); Spd 30 ft.; DV 11 (+1 Reflex); Attack +1 melee, +2 ranged; Fort +2, Ref +2, Will +2; Str 6, Dex 9, Con 9, Int 9, Wis 9, Cha 7.
Skills and Feats: Balance +1, Climb +1, Concentration +1, Drive +1, Jump +1, Knowledge (law)+3, Listen +1, Medical +1, Ride +2, Search +1, Spot +2, Swim +1, Technical +1; Improved Initiative, Weapon Focus (Lawgiver).

Iso-Warder

Street Judge 8; HD 8d12+16 (68); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; DV 17 (+7 Reflex); Attack +11/+6 melee, +10/+5 ranged; Fort +8, Ref +7, Will +6; Str 14, Dex 13, Con 14, Int 11, Wis 10, Cha 13.
Skills and Feats: Balance +1, Climb +1, Concentration +2, Drive +2, Intimidate +7, Jump +1, Knowledge (law)+4, Listen +2, Medical +3, Pilot +2, Ride +2, Search +4, Spot +4, Streetwise 4, Swim +1, Technical +2; Improved Initiative, Intuit Perp, Menacing Presence, Rapid Aim, Spot Hidden Weapon, Weapons Focus (electro-prod), Weapons Focus (Lawgiver).

Judge-Tutor

Street Judge 15; HD 15d12+15 (125); Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; DV 22 +12 Reflex); Attack +17/+12/+7 melee, +19/+14/+9 ranged; Fort +10, Ref +12, Will +12; Str 14, Dex 16, Con 13, Int 16, Wis 16, Cha 15.
Skills and Feats: Balance +4, Bluff +5, Climb +5, Computer Use +7, Concentration +9, Drive +6, Intimidate +10, Jump +4, Knowledge (law)+13, Knowledge (*)+11, Listen +7, Medical +5, Pilot +6, Ride +6, Search +7, Sense Motive +7, Spot +7, Streetwise +10, Swim +7, Technical +5; Improved Initiative, Data Access, Drive-By Boot, Improved Arrest, Improved Disarm, Improved Interrogation, Intuit Perp, Leadership, Nerves of Steel, Rapid Aim, Sixth Sense, Toughness, Weapon Focus (Lawgiver).

* The Games Master selects the subject, based on the judge-tutors area of expertise.

Rookie Judge

Street Judge 2; HD 2d12+2 (15); Init +4 (+4 Improved Initiative); Spd 30 ft.; DV 13 (+3 Reflex); Attack +2 melee, +2 ranged; Fort +4, Ref +3, Will +3; Str 10, Dex 11, Con 12, Int 12, Wis 11, Cha 11.
Skills and Feats: Balance +2, Climb +1, Concentration +2, Drive +2, Jump +2, Knowledge (law)+4, Listen +1, Medical +2, Pilot +2, Ride +2, Search +2, Swim +1, Technical +2; Bike Leap, Improved Initiative, Weapon Focus (Lawgiver).

Tek-Armourer

Street Judge 4/Tek 4; HD 4d12 + 4d10+24 (78); Init +2 (+2 Dex); Spd 30 ft.; DV 20 (+10 Reflex); Attack +8/+3 (melee), +11/+6 (ranged); Fort +8, Ref +8, Will +8; Str 11, Dex 15, Con 14, Int 16, Wis 14, Cha 12.
Skills and Feats: Computer Use +4, Concentration +3, Drive +3, Knowledge (law)+4, Knowledge (weaponry)+6, Medical +3, Pilot +3, Ride +3, Search +4, Spot +4, Streetwise +4, Swim +2, Technical +4, Technical (weaponry)+6; Data Access, Lightning Reload, Rapid Aim, Skill Focus (computer use), Weapon Focus (Lawgiver), Weapon Proficiency (pistol), Weapon Proficiency (rifle).

Dredd's Comportment

'The Law may occasionally bend... but it never breaks.'

On Compromise

The Sector House

This chapter details the judges, droids and citizens who work in the halls of Sector House 190 West, built close to the City Wall and just miles from the Cursed Earth. Sector House 190 is perhaps typical of Justice Department precincts, but has a strong identity all of its own and a fierce determination to keep it that way. Games Masters may use Sector House 190 as a base for judge campaigns or as a model to create their very own Sector House, located elsewhere in Mega-City One.

Sector House 190 West

Sector House 190 is surrounded by Gasket Plaza, where hawkers sell poorly designed replicas of the building to non-discriminatory tourists, and residents of Blythe Spirit Block take their robodogs out for morning runs. Sector House 190 is within viewing distance of the City Wall and law pod traffic connects the two, ferrying supplies directly from the Sector House to the wall judges.

Height: 39 Levels.
Armament: 6 Autoguns, 12 Anti-Personnel Laser Cannon , 3 Peterson Fast-Action Heavy Laser Cannon.
Population: 223.
Street Judge Complement: 128.
Support Complement: 74.
Judge Auxiliary Complement: 21.
Vehicle Complement: 4 H-Wagons, 36 Lawmasters, 9 Law Pods, 2 Manta Prowl Tank2, 28 Pat-Wagons (including 6 Catch, 2 Meat, 3 Med and 4 Tek).

Sector House 190 was constructed in 2111. Its main shell is composed of ten feet thick rockcrete and has three main portals: The ground vehicle garage (Levels 1-3), check-in (Levels 11-13) and the hangar bay (Levels 27-30). All three have thick blast doors (DR20, 400 Hit Points) that can be instantly activated, but both the check-in and hangar bays doors remain open by default to allow easy access for citizens and flying vehicles. Once closed, the blast doors can only be reopened by a signal from within the Sector House, or by a master override code sent by the SJS, the regional commander, the Council of Five or the Chief Judge.

Anti-Gravity Chutes (AGC) connect all levels though should these fail, back-up stairwells are located close by. Stairwells are only accessible through an armoured door at the first point of entry with an Atomic 1 security code card (all judge override cards are programmed with A1 level clearance as standard).

Zone-specific elevators serve med- and tek-bays, carrying heavy equipment from the level 5-6 equipment stores to the two departments, culminating at the level 18 judge med-bay. A weapons elevator carries heavy ordnance from the level 5-6 quartermasters up to the level 37-38 chief observatory.

Sub-Levels 1-3: Tesseract Power Generators.
0: Tweenlevel Buffer.
1-3: Ground Vehicle Garage.
4: Tweenlevel Buffer.
5-6: Quartermasters, 4 External Anti-Personnel Laser Cannon.
7: Firing Range.
8-9: Tek-Bay.
10: Tweenlevel Buffer.
11-13: Hangar Bay.
14-16: Check-In.
17-19: 150 Holding Pens, 10 Interrogation Cubes, 2 Internal Autoguns.
20: Civilian Med-Bay.
21: Judge Med-Bay.
22: Personnel & Accounts.
23-24: X-Deck.
25: Mess Hall.
26-28: Dormitories, Senior Judge Quarters & Washrooms.
29: Tweenlevel Buffer.
30: Sector House Security.
31-32: Briefing & Conference Rooms, Watch Commander Offices.
33: Sector Command Offices.
34-36: Sector Control.
37-38: Chief Observatory.
39: Communications Centre & Peterson Heavy Fast-Action Heavy Laser Cannon.

Sector House 190 is, to all intents and purposes, an average Sector House with most of its features replicated in near-identical detail within neighbouring justice facilities, though the order in which level content is allocated will vary according to the total number of levels available. Sector House architecture may also vary as to the time that it was constructed: pre-atomic Sector Houses have fewer levels than those of the post-atomic period, for example. Modern Sector Houses also benefit from improved defence systems and can count laser cannon among their external weaponry.

Briefing & Conference Rooms: The briefing room plays host to daily crime briefings relating the latest sector developments relevant to the Sector House 190 Justice Department. Sector Chief Barker presents the briefing on alternate days, sharing the responsibility with Deputy Cooksey and the conference rooms are available for meetings between tac-group leaders as they plan their tactics for the shift ahead. SJS Judge D'Spatch has made Conf-Room 6 his temporary office while he investigates allegations of corruption in Sector House 190.

Check-In: Station judges behind bulletproof screens process citizens arrested and brought in by catch wagon from a feedway roadstrip. Convicted criminals are placed in holding pens while their cases are reviewed, or in interrogation cubes where the arresting judge will question them further. A judge who brings a suspect in for detainment can expect to wait 1d10 minutes on a quiet day, or 10+2d10 minutes during busy periods for his charge to be processed. Citizen visitors may enter the Sector House though Check-In to inquire about lost property accidentally left at crime scenes or along judge patrol routes. They may reclaim their property on passing a lie detector test and payment of a 25-credit fine for negligence. Station Judge Lucio is the Check-In Manager.

Chief Observatory: This provides a primitive but effective means of surveying the sector through retractable plasglass (DR20, 100 Hit Points) windows adorning every wall from floor to ceiling. The Chief Observatory is shaped like a doughnut, encircling an emergency elevator and an armoured core packed with bus cables connecting Sector Control below with the megaband telecommunications array above. Should Sector House 190 fall under intense air attack, heavy weapons can be brought up from the quartermasters by the emergency elevator and positioned along retracted window portals.

Command Offices: These are larger than average offices reserved for Sector Chief Barker and Deputy Chief Cooksey. They each have their own office, linked by a private corridor accessible by a door in the rear corner of each. On the surface, both offices are identical, fitted with a table, conform chair and tabletop computer terminal. Sector Chief Barker's terminal is equipped with a direct security channel to the Council of Five activated by a retinal scan of his left eye while Deputy Chief Cooksey's terminal only grants him access to Judge Sikorsky, MegWest Regional Commander. A second rear door in each office leads off to private sleeping quarters. Both of the command offices are protected by armed judges stationed at the AGC cluster twenty-four hours a day.

Communications Centre: Sector House 190 is equipped with the latest communications systems available to the Justice Department, allowing for instant, crystal-clear communications with any location in Mega-City One equipped with a receiver set to the Justice comm frequencies. The primary communications device is the megaband transceiver array, forming the central node of the Sector 190 justice comm network, delivering digital Tri-D picture quality and 55.1 channel sensurround sound. A secondary system called the space dish can be extended to link Sector House 190 directly to one of the stratosat space stations for instant two-way conversation. Should the megaband transceiver malfunction, a back-up emitter dish can be activated, though the media it relays is of a much poorer standard with Bi-D picture quality and stereo sound.

Dormitories: Uni-sex sleeping galleries. Every bed has a private locker for uniforms and miscellaneous items bar personal weaponry, required by Law to be turned in to the quartermasters before the judge retires for his 'Mandatory 8' hours of natural sleep. A bank of TRI machines occupies an ante-room between the dormitories and the main entrance, used by judges called upon to serve double or triple shifts.

Firing Range: Street judges are permitted to practice with their Lawgivers and scatterguns on the firing range or the street sim, a scaled-down recreation of a Mega-City One neighbourhood littered with gunmen, mutants, killer cyborgs and innocent citizens, portrayed by holograms and droids. The Sector House street sim differs from the version at the Academy of Law in that it does not permit combat robots to use live rounds. A permit is required to take a non-standard weapon onto the range, countersigned by a quartermaster and the current Watch Commander. Tek-Judge Day is the Firing Range Gunnery Chief.

Ground Vehicle Garage: A filter takes justice traffic to and from the ground vehicle garage where Pat-Wagons, Lawmasters and other wheeled vehicles are prepped for street patrol and repaired when damaged. Pat-Wagons are parked at ground level, or taken into a robo-augmented repair shop by crane. Lawmasters are stored in the first-level bike pool for refuelling and maintenance. To the vehicle garage's rear, industrial capacity elevators ferry injured citizens and corpses from med- and meat wagons to med-bay for analysis. Similarly, large items of equipment can be elevated up to tek-bay, or the quartermasters for storage. Tek-Judge Vincent is the Deputy Chief Mechanic.

Hangar Bay: This stores hover vehicles until they are needed, refuelling and repairing them in addition to performing general maintenance. The main floor is reserved for H-Wagons, the largest of the Sector 190 sky patrol fleet. Cages set into the hangar bay's walls provide berths for law pods and zipper bikes, though Sector House 190 currently has none of the latter. In emergencies, computer-controlled fire foam jets activate to douse conflagrations and tweenlevel buffers above and below the hanger bay prevent any vehicle fires from spreading to other parts of the building. Crash nets can be manually activated to ensnare damaged craft forced to make a dangerous landing. Tek-Judge Forrester is the Chief Mechanic.

Street judges cannot request any form of modification, including weapons, engine or sensor enhancements, to any justice vehicle. Should they personally attempt to alter a vehicles' base configuration in any way other than to make repairs or maintenance, they will be severely reprimanded (500 XP penalty) when discovered.

Holding Pens: These are temporary detainment cubicles occupied by citizens pending further investigation of their offence or transport to an iso-block. Sector House 190 has interrogation cubes constructed from modified holding cubes due to an architectural oversight resulting in a lack of provision for an interrogation suite; the architect was subsequently sentenced to 15 years imprisonment. Judge Clint is the Chief Warder.

Med-Bays: Sector House 190 has two med-bays: civilian and judicial. Normally, a Sector House will only have one facility, but frequent mutant attacks against damaged portions of the West Wall have brought about increased civilian and judge casualties. Sector Chief Barker considered it prudent to save time and lives by bringing both parties to the Sector House where swift medical care could be delivered before transporting the civilians to Max Gerson General Hospital in Sector 201. Junior med-judges and judge-auxiliaries man the civilian med-bay while senior medics staff the judicial med-bay, assisted by the latest Moderna Mk IX robodocs. Judge Hall is the Chief Medical Officer.

Mess Hall: Robo-chefs serve a wide variety of highly nutritious foodstuffs. The mess hall is the centre of informal, cross-hierarchy social gatherings among justice personnel with the exception of Deputy Chief Cooksey who eats in his private quarters.

Personnel & Accounts: A level set aside for modular office space is the location of the Personnel and Accounts Divisions. Personnel deals with in-house difficulties experienced by judges including emotional, moral, relationship and political issues in need of resolution by highly-trained counsellors, under the guidance of Chief of Personnel Judge Lande. Personnel Division is as low-tech as the Justice Department can get with chairs, tables, couches and desk computer terminals being the only items of equipment available to them. Accounts Division shares Level 19 with Personnel, led by Chief Accountant Judge Wethill. Accounts Division are considered almost as bad an annoyance as the SJS, constantly hounding station judges and command personnel alike for chits detailing the latest additions and subtractions from their departmental inventories to provide data for the quarterly Sector House budget. It has become common practice for Sector House 190 judges to lay little traps and pranks for Accounts Division operatives such as covering accounts chits with grease stolen from the garage, or temporarily scrambling accounts calculators with low-intensity EMP chips borrowed from Tek-Bay. Any judge caught deliberately sabotaging Accounts Division paperwork is subject to a severe reprimand (250 XP penalty).

Quartermasters: The quartermasters are concerned with general logistics and procurement of clothing, equipment and weaponry for the judges of Sector House 190. Every item on a judge's person originates from the quartermaster stores. If a judge needs to restock, replace standard issue, or requisition non-standard equipment, the quartermaster is his first and only port of call. Street judges can restock utility belt equipment, replace depleted Lawgiver magazines or replace damaged body armour before they begin their daily shift. If a judge wishes to requisition a non-standard piece of equipment, he cannot ju[illegible] the reasoning behind hi[illegible] Chief Quarterm[illegible]s rarely require specialise[illegible]ory being considere[illegible]ifles, explosives and missi[illegible]eet judges unless the Secto[illegible]emergency and the weapons [illegible]

At shift's end, all judges must hand their Lawgivers in for safekeeping. This practice is not common among the city's other Sector Houses where judges keep their trusty pistol by their sides at all times, but a spate of malfunctions affecting the Lawgiver targeting computer have given Sector Chief Barker cause for concern. He has ordered that all off-duty Lawgivers be turned in for analysis by tek-quartermasters on a daily basis to determine the cause of the malfunctions.

The quartermasters are also responsible for outfitting every division in the sector forces. Vehicles must carry full arms, ammunition and essential equipment every time they leave the Sector House. Divisional judges must have full suits of body armour and fully stocked utility belts. Judges must be seen wearing shining bodysuits with nary a crack or tear in sight. Items destined for vehicular or mass personnel use are lowered to the relevant departments in industrial elevators and distributed from there. Judge Couhoun is Chief Quartermaster.

Sector Control: This is the operations centre of Sector House 190. Station judges sit at banks of communications terminals, keeping the departmental chiefs and Sector House Command informed of street judge activities across Sector 190. Sector Control - often referred to as just 'Control' – is the main point of interface for street judges with their Sector House. Control assigns back-up units to assist street judge emergencies, such as heavy weapons squads to help tackle riots, tek-squads to identify suspicious biological remains, or catch wagons to pick up arrested citizens from holding posts. Sector Control is also the interface between street patrols and MAC, the Justice Department mainframe. On request, any data up to Atomic 2 level security clearance can be instantly downloaded into a judge's Lawmaster or, in the case of senior judges and tac-group leaders, their helmet tac-displays. Furthermore, Control can track any judge beyond the confines of the Sector House by the ident chip contained in his utility belt. Aside from judicial matters, Control can give information on problems with sector traffic, local civilian events such as parades and protest marches, and notice of weather modifications authorised by Justice Central to give the streets their regular cleaning. Judge Salz is the Chief Control Officer.

Sector House Security: Vital to the defence of Sector House 190, the Sector House Security (SHS) level actually remains empty most of the time, activated only when the building's integrity is threatened by a crisis such as a holding pen breakout, major fire, or direct, armed assault. Sector Chief Barker takes command of the SHS when needed, assigning roles to whichever judges he feels can help resolve the threat at hand as quickly as possible. Barker never charges Deputy Chief Cooksey with any internal security responsibilities, instead transferring him to Sector Control to oversee emergency communications. Sector House Security is the only sub-division that can requisition heavy hand-weaponry from the quartermasters without first obtaining a release chit.

Senior Judge Quarters: Level 25's senior judge quarters are nothing more than prefabricated cubicles squeezed into vacant space behind the AGC and elevator banks. Each of the quarters has a bed, locker and a computer terminal plugged into an improvised power socket.

Tek-Bay: This is divided into three main areas: Tek-Lab, Forensics and Tek-Foyer. Tek-Lab repairs Sector House equipment and implements experimental technologies submitted by Justice Central to improve device performance and Tek-Lab will occasionally issue street judges with prototype equipment to field test. Forensics investigates materials obtained from crime scenes beyond the means of the attendant tek-squad to analyse but Tek-Foyer is usually the only part of Tek-Bay that most street judges will see. It is where their requests for technical support can be addressed in person regarding equipment glitches, malfunctions or suggestions on how items might be improved to make street patrols more efficient. Chief Tek Officer Gallacher is a rare presence in Tek-Bay, forced as he is by manpower constraints to divide his attention between Tek-Bay and both Sector House vehicle bays. Only if street judges get lucky will they actually get Gallacher alone for five minutes to discuss issues of concern.

Tesseract Power Generators: Six cylindrical generators power Sector House 190, four perpetually active, the remaining two acting as back-up should the city's main grid go offline. A central computer monitors generator performance, increasing and decreasing supply as necessary and acting as circuit breaker should a surge enter the system. LA-G robots - servodroids installed with engineering software - deal with minor generator repair jobs, as vital repairs are handled by tek-judges. One of Sector House 190's generators has failed because of an overload originating from a nearby NUKCO power plant; a back-up takes the strain until a new component can be shipped over from the MegSouth FabricatorCorps.

Tweenlevel Buffer: This is a zone of safety constructed from rockcrete reinforced with solid plastisteel beams to provide protection for personnel above or below a level containing potentially volatile equipment or stores.

Washrooms: These contain vacuum pots (lavatories), washbasins and communal electron showers. Judges stash their uniforms in lockers just inside the washroom entrance.

Watch Commander Offices: These offices are shared by all three Watch Commanders, alternating as their shifts change. Street judges work sixteen-hour shifts, or maybe even longer, but Watch Commanders have the privilege of only working for eight hours before signing over to their successor unless a crisis develops that blankets more than one shift and demands continuity of watch personnel. Like the Sector Command offices, Watch Commanders are supplied with a desk, conform chair and a tabletop computer terminal. Watch commanders bunk on Level 25. Judge Kemp is A-Watch Commander, Judge Roland oversees B-Watch and Judge Heron C-Watch.

X-Deck: When they are not sleeping or receiving medical treatment, judges make for X-Deck to keep their bodies primed for combat and at the height of their endurance, ready for another demanding shift. X-Deck is equipped with every facility to challenge the human body or accommodate exercises such as aerobic, callisthenics, weightlifting and muscular fitness. Judges can even jog through X-Deck around the main exercise areas, along a sloped track rising up and down the deck's two levels. Judges who want to get more physical with a training droid - or each other - can spar with feet, fists or daysticks below a gallery where their peers can look down on the combatants and appraise their techniques. Medipacks are readily available should any participant suffer a mild injury. Judge Hardman is X-Deck Fitness Instructor.

Command Personnel

A variety of unique personalities and individuals staff Sector House 190, watching all judges under their command as they attempt to maintain Law and order.

Sector Chief Barker

Judge John Barker is Sector House 190's Sector Chief and has been so since he was promoted from Street Division Tac-Group leadership duties back in 2113. At first finding the pressures of paperwork and endless conferences overwhelming, Chief Barker has slowly grown into the role and can now appreciate the relative luxuries of office work as opposed to the formidable stresses of street patrol. He initially cast an adversarial image among his subordinates, symptomatic of his difficulties coping with his newfound responsibilities and earning him the nickname 'Biter', but he eventually settled down with much gratefully-received assistance from Deputy Sector Chief Cooksey. Barker is attentive, but not a man to be trifled with. If annoyed, Barker's eyes begin to narrow and the standard advice is to clear the area fast.

Sector Chief Barker: Street Judge 15/Sector Chief 3; HD 15d12+3d10+19 (144); Init: +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; DV 23 (+13 Reflex); Attack +17/+12/+7/+2 melee, or +20/+15/+10/+5 ranged; Fort +13, Ref +13, Will +17; Str 11, Dex 13, Con 13, Int 16, Wis 17, Cha 14. *Skills and Feats:* Bluff +10, Computer Use +15, Concentration +12, Drive +10, Intimidate +22, Knowledge (law)+20, Pilot +8, Ride +10, Search +8, Sense Motive +22, Spot +5, Streetwise +22, Technical +8; Alertness, Control Crash,

Dodge, Emergency Stop, Endurance, Face of Justice, Improved Arrest, Improved Initiative, Improved Interrogation, Intuit Perp, Iron Will, Leadership, Point Blank Shot, Skill Focus (knowledge - law), Skill Focus (sense motive), Weapon Focus (Lawgiver).

Deputy Sector Chief Cooksey

Brendan Cooksey is unique in MegWest as being the only Deputy Sector Chief to have once been the actual Sector Chief of the same Sector House. Though promoted to the position in 2105 after the death of former Sector Chief Kerris, Cooksey was implicated in a gun-running deal with the West-Side Iguanas who were smuggling justice weaponry from a Sector 190 substation into criminal hands, gaining access to that facility using a copied security code card that could only have been supplied by a high-ranking member of the Sector House 190 command. Cookey was found innocent after intensive SJS questioning, but doubts remained concerning the legitimacy of his claims, ending in his demotion to deputy chief. Cooksey was only supposed to remain in his demoted placement until the new Sector Chief had been properly bedded in, prior to Cooksey's transferral to lowly station judge duties in another sector, but new Sector Chief Barker requested that Cooksey remain as his deputy, confident he was indeed innocent of the charges made against him. Even so, many judges stationed in the sector distrust Cooksey, though few speak openly of their doubts.

Deputy Sector Chief Cooksey: Street Judge 15/Sector Chief 2; HD 15d12+2d10+32 (99); Init +2 (+2 Dex); Spd 30 ft.; DV 24 (+14 Reflex); Attack +15/+10/+5 melee, or +18/+11/+6 ranged; Fort +14, Ref +14, Will +14; Str 11, Dex 14; Con 14; Int 13; Wis 10; Cha 14.
Skills and Feats: Bluff +19, Computer Use +6, Concentration +10, Intimidate +12, Knowledge (law)+16, Ride +4, Sense Motive +12, Streetwise +16; Fool Birdie, Improved Arrest, Improved Interrogation, Intuit Perp, Iron Will, Leadership, Luck of Grud (x3), Nerves of Steel, Sixth Sense, Skill Focus (bluff), Skill Focus (intimidate), Weapon Focus (Lawgiver).

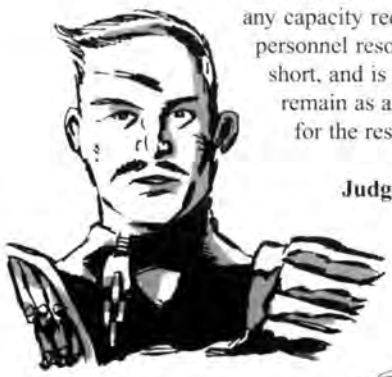
Judge Kemp, A-Watch Commander

Gordon Kemp administrates A-Watch (0600-1400hrs, also known as the 'breakfast shift'), preparing news updates for the morning's first briefing, assigning patrol duties to Street Division tac-group leaders and reviewing personnel and ordnance statistics such as vehicle damage, weapon depletion, injury to judges and subsequent med-bay capacity, making the Sector Chief aware of any worrying irregularities. Kemp became A-Watch Commander in 2122, a transfer from Sector 188 to augment ranks depleted by the Second Robot War. Kemp was a Watch Commander in his previous station and so had little difficulty adapting to his new post. He enjoys the responsibility almost as much as the paperwork, a trait that makes him popular with Sector Chief Barker who regularly allows Kemp to handle some of his more routine workload between shifts. Kemp finds the judges of Accounts Division to be of like minds and often spends his off-duty hours in their company, trading statistics and number-crunching system upgrades in a quiet corner of the mess hall.

Judge Kemp: Street Judge 13; HD 13d12+26 (106); Init +2 (+2 Dex); Spd 30 ft.; DV 22 (+12 Reflex); Attack +14/+9/+4 melee, or +16/+10/+5 ranged; Fort +12, Ref +12, Will +11, Str 12, Dex 15, Con 15, Int 16; Wis 13; Cha 14.
Skills and Feats: Computer Use +16, Concentration +16, Drive +8, Intimidate +10, Knowledge (law)+12, Pilot +8, Ride +8, Search +8, Sense Motive +16, Spot +10, Streetwise +4, Technical +8; Ambidexterity, Data Access, Great Fortitude, Improved Arrest, Improved Interrogation, Intuit Perp, Iron Will, Leadership, Lightning Reflexes, Nerves of Steel, Skill, Skill Focus (knowledge - law), Spot Hidden Weapon, Weapon Focus (Lawgiver).

Judge Roland, B-Watch Commander

Taylor Roland is responsible for looking after the judges of B-Watch (1400-2200hrs, also known as the 'late day shift'). B-Watch is considered the easiest shift to administrate because the strains generated by the 'graveyard shift' the night before have normally been absorbed into A-Watch by the time that B-Watch comes into play, presenting its commander with a judge force as orderly as they can ever hope to be. Roland has served Sector House 190 ever since he graduated, working up from the ranks of ped-patrol to tac-group leader and finally to B-Watch. He is happy to serve in any capacity required when personnel resources are running short, and is equally content to remain as a Watch Commander for the rest of his useful life.



Judge Roland: Street Judge 12; HD 12d12+15 (105); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30

ft.; DV 9 (+9 Reflex); Attack +14/+9/+4 melee, or +14/+9/+4 ranged; Fort +9, Ref +9, Will +13; Str 15, Dex 13, Con 12, Int 12, Wis 17, Cha 10.
Skills and Feats: Balance +9, Bluff +9, Computer Use +8, Concentration +8, Intimidate +8, Knowledge (law)+4, Listen +6, Medical +7, Ride +10, Sense Motive +8, Streetwise +11, Technical +9; Dodge, Improved Arrest, Improved Initiative, Improved Interrogation, Iron Will, Intuit Perp, Leadership, Lightning Reload, Luck of Grud, Quick Draw, Toughness, Weapon Focus (Lawgiver), Weapon Specialisation (Lawgiver).

Judge Heron, C-Watch Commander

Calgary 'Cal' Heron has the unenviable job of pulling his judges through the 'graveyard shift' intact (2200-0600hrs), the time when Mega-City One crime-rates peak. Heron was an unlikely choice for watch commander, having worked as an operative of Tek Squad E for four years, but his unflappable persona suited the job well, and there was nobody better able to assume the position at the time. Heron secretly worries his promotion was a mistake and that any day soon he can expect to be stripped of his authority, but two years down the line, Heron remains Watch Commander. His technical experience complements the demands of paperwork and resource management in a lateral fashion, granting him the wisdom to generate unique insights into the mechanisms of Street Division and devise innovative problem-solving techniques.

Judge Heron: Street Judge 7/Tek Judge 5; HD 7d12+5d10 (107); Init +6 (Dex +2, Improved Initiative +4); Spd 30 ft.; DV 23 (+13 Reflex); Attack +11/+6/+2 melee, or +13/+8/+3 ranged; Fort +11, Ref +13, Will +12; Str 13, Dex 14, Con 11, Int 18, Wis 13, Cha 10.
Skills and Feats: Balance +10, Computer Use +15, Drive +10, Knowledge (astrophysics)+10, Knowledge (engineering)+15, Knowledge (law)+8, Jump +10, Listen +10, Medical +5, Pilot +10, Ride +10, Sense Motive +5, Search +4, Spot +5, Technical +15; Data Access, Great Fortitude, Emergency Stop, Improved Initiative, Iron Will, Lightening Reflexes, Lightening Reload, Nerves of Steel, Skill Focus (computer use), Skill Focus (knowledge - engineering), Skill Focus (technical).

Judge Hall, Chief Medical Officer

Tracey Hall treats her time at Sector House 190 as a vacation; she travelled the Cursed Earth for six years discovering and studying previously unknown diseases as well as helping Mega-City colonists, former helltrekkers, with their health requirements. Her time in the radlands was fraught with danger, with bloodthirsty mutants on her back at every turn. Sector 190 offers the same level of danger from the local criminals but Hall is glad that she at least now has a solid roof over her head.

As well as looking out for the needs of the judges under her care, Hall is called upon to identify contagion brought into Mega-City One by mutant wall hoppers. She spends several hours every week stationed at the City Wall studying foreign organisms, working with disease control operatives from Justice Central's Med-Lab alongside her brother Adrian, a med-lab judge.

Judge Hall: Street Judge 5/Med-Judge 8; HD 5d12+8d10+16 (92); Init +3 (Dex +3); Spd 30 ft.; DV 23 (+13 Reflex); Attack +10/+5 melee, or +14/+9/+4 ranged; Fort +13, Ref +13, Will +14, Str 9, Dex 16, Con 12, Int 15, Wis 18, Cha 13.
Skills and Feats: Balance +6, Climb +4, Computer Use +16, Drive +6, Jump +6, Knowledge (law)+8, Listen +8, Medical +16, Ride +12, Search +6, Sense Motive +5, Spot +6, Streetwise +5, Swim +10, Technical +16; Alien Anatomy, Ambidexterity, Data Access, Endurance, Great Fortitude, Improved Interrogation, Improved Recovery, Skill Focus (computer use), Skill Focus (medical), Skill Focus (swim), Toughness.

Judge Gallacher, Chief Tek Officer

Michael Gallacher is another Sector 190 career judge, joining the Sector House in 2101 straight from graduation; he actually passed his FST in this very sector under the watchful eye of Senior Judge Couhoun, now the Sector House 190 Chief Quartermaster. Gallacher started out working in the robot maintenance section of Tek-Bay and later joined a Tek-Squad on field duty,

racing to repair damaged Manta Prowl Tanks, H-Wagons and gun platforms. Gallacher excelled in this capacity and was promoted to Assistant Chief Engineer of Sector House 190's garages to repair and maintain the more sophisticated vehicles in the sector fleet. Gallacher became Chief Engineer in 2114 and shortly afterwards also took up the position of Chief Tek Officer for the entire Sector House. He now balances, uncomfortably, the two roles and has his sights desperately set on a transfer to a city wall iCON Wagon garage where he plans to wind down for a few years. Sector Chief Barker has other ideas and is not willing to lose his best tek-judge just yet, though he is unable to ease Gallacher's workload, no tek-judge of equal competence being available within local ranks.

Judge Gallacher: Street Judge 5/Tek Judge 9; HD 5d12+9d10 (100); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; DV 21 (+11 reflex); Attack +12/+7/+2 melee, +13/+8/+3 ranged; Fort +10, Ref +11, Will +13, Str 12, Dex 12, Con 10, Int 13, Wis 16, Cha 14.
Skills and Feats: Computer Use +17, Drive +10, Knowledge (engineering)+17, Knowledge (law)+9, Pilot +17, Ride +10, Technical +17; Control Crash, Data Access, Emergency Stop, Improved Initiative, Skill Focus (computer use), Skill Focus (drive), Skill Focus (pilot), Skill Focus (ride), Skill Focus (technical), Weapon Focus (Lawgiver).

Judge Wethill, Chief Accountant

Jimima Wethill is known as the 'service without a smile' woman, a walking accounts database with few friends other than her calculator terminals. Wethill sees no need to fraternise with judges outside of her department – and why should she anyway? Sector House 190's accounts paperwork constantly demands her attention and time is definitely money! Lack of exercise and overwork have made Wethill clinically obese and triggered mild arthritis in her fingers for which she refuses any medical attention, believing that drugs will slow down her performance.

Judge Wethill: Street Judge 6/Acc-Div Judge 7; HD 6d12+7d8 (63); Init +6 (Dex +2, Improved Initiative +4); Spd 30 ft.; DV 21 (+11 Reflex), Attack +10/+5 melee, or +14/+5 ranged; Fort +10, Ref +11, Will +15; Str 8, Dex 13, Con 10, Int 13, Wis 17, Cha 8
Skills and Feats: Appraise +6, Computer Use +12, Concentration +16, Forgery +8, Intimidate +8, Knowledge (financial)+10, Knowledge (law)+4, Search +6, Sense Motive +10, Spot +5, Technical +8; Alertness, Data Access, Improved Initiative, Improved Interrogation, Intuit Perp, Iron Will, Skill Focus (computer use), Skill Focus (concentration), Skill Focus (knowledge - financial), Weapon Focus (Lawgiver).

Judge Lande, Chief Personnel Officer

Desmond Lande rarely leaves Sector House 190 other than for educational duties because his clients all reside inside the Sector House. Lande is approaching retirement age but his shock of white hair and almost parental concern for the judges under his care have made him incredibly popular with the younger cadre of judges who look up to him as a father figure. Lande prides himself on being available to troubled judges twenty-four-hours a day; he will not hesitate to use a TRI machine, forsaking his off-duty hours so that he can get back on the job if the need for his services arises. When not solving personnel problems, Lande can be found watching Mega-City talk shows or hosting community relations exercises among the local city blocks as a representative of Justice Interactive. Deputy Sector Chief Cooksey resents Lande for his ability to wean deep trust from the other judges, a skill Cooksey never quite managed to develop.

Judge Lande: Street Judge 7; HD 7d12+17 (83); Init +6 (Dex +2, +4 Improved Initiative); Spd 30 ft.; DV 19 (+9 Reflex); Attack +9/+4 melee, or +10/+5 ranged; Fort +9, Ref +7, Will +6; Str 14, Dex 14, Con 14, Int 15, Wis 13, Cha 16.
Skills and Feats: Bluff +8, Computer Use +10, Knowledge (law)+8, Medical +6, Ride +8, Search +5, Sense Motive +8, Spot +7, Streetwise +6, Technical +8; Data Access, Endurance, Great Fortitude, Improved Initiative, Improved Recovery, Skill Focus (computer use), Toughness, Weapon Focus (Lawgiver).

Judge Couhoun, Chief Quartermaster

Archibald Couhoun was Chief Armourer of the West Wall, patrolling the lonely expanses of plasteen walkways on the lookout for mutant menaces. When Couhoun lost

both his legs to an airborne mutant attack, he was retired to permanent indoor duty, considered too vulnerable to continue service as a field officer. Within two weeks, Couhoun requested transfer. He called upon a favour from Deputy Sector Chief Cooksey and got a command position at Sector House 190 as Chief Quartermaster where his disability did not hinder his activities or his standing. Couhoun is an expert on rifles and heavy weaponry and in his spare time he visits Tek-Lab Judge March, a self-confessed 'gun freak', where the two drum up weapon upgrade proposals for the justice armoury boom teks.

Judge Couhoun: Street Judge 5/Tek-Judge 4; HD 5d12 + 4d10 +30 (70); Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; DV 20 (+10 Reflex); Attack +8/+3 melee, or +11/+6 ranged; Fort +13, Ref +10, Will +10; Str 11, Dex 15, Con 17, Int 13, Wis 15, Cha 9.
Skills and Feats: Computer Use +10, Concentration +6, Knowledge (engineering)+10, Knowledge (law)+6, Medical +6, Ride +8, Sense Motive +10, Streetwise +6, Technical +8; Data Access, Great Fortitude, Improved Initiative, Luck of Grud, Skill Focus (computer use), Skill Focus (technical), Toughness, Weapon Focus (Lawgiver).

Judge D'Spatch, SJS Attachment

Terence D'Spatch has been summoned by Sector Chief Barker to investigate the mysterious disappearances of three street judges over the past two months. Their bodies have not been found, suggesting they may have 'flipped' (turned renegade). D'Spatch has found no direct evidence of judicial malpractice in the missing judges' personal logs and he is certain that the disappearances are linked to the perp-running operations over the West Wall, though he is not sure exactly how they are related. D'Spatch suspects at least one other judge knows the details behind the disappearances, but he is not talking - for now.

Judge D'Spatch: Street Judge 9/SJS Judge 6: HD 15d12+30 (129); Init: +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; DV 27 (+17 Reflex); Attack +16/+11/+6 melee, or +19/+9/+5 ranged; Fort +15, Ref +17, Will +14; Str 13, Dex 18, Con 14, Int 14, Wis 12, Cha 16.
Skills and Feats: Bluff +6, Computer Use +6, Concentration +18, Intimidate +18, Knowledge (law)+15, Listen +9, Ride +4, Search +9, Sense Motive +9, Spot +9, Technical +5; Alertness, Great Fortitude, Improved Arrest, Improved Initiative, Improved Interrogation, Intuit Perp, Iron Will, Leadership, Lightening Reflexes, Menacing Presence, Sixth Sense, Skill Focus (concentration), Skill Focus (intimidate).

Judge Clint, Chief Warder

Carlos Clint is a bastard and proud of it, even though he ranks alongside Deputy Sector Chief Cooksey in terms of unpopularity. He derives pleasure from frightening the life out of citizens resident in one of his holding cubes, regularly threatening them with beatings if they so much as open their mouths. If he thinks that he can get away with it, Clint will take a few prisoners into the black cell - an opaque holding cube - for special treatment with his electro-prod. He prefers victims who are already wounded to help conceal the additional injuries he will inflict on them. If any of his victims inform on him, Clint always claims they attacked him as he and his subordinates escorted them to the washroom. Opinion of Clint's methods are split equally between the level 14-16 iso-warders, some of whom admire his aggression, others repulsed but afraid to speak out about their concerns lest they too be summoned to the black cube...

Judge Clint: Street Judge 9: HD 9d12+33 (84); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; DV 17 (+7 Reflex); Attack +13/+8/+3 melee, or +11/+6/+1 ranged; Fort +11, Ref +7, Will +8; Str 16, Dex 12, Con 17, Int 10, Wis 10, Cha 13.
Skills and Feats: Bluff +8, Computer Use +4, Concentration +4, Intimidate +8, Knowledge (law)+6, Medical +4, Sense Motive +8, Technical +4; Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Menacing Presence, Toughness (x2), Weapon Focus (daystick), Weapon Focus (electro-prod), Weapon Focus (riot gun).

Judge Hardman, X-Deck Fitness Instructor: Street Judge 8: HD 8d12 +43 (100); Init +2 (+2 Dex); Spd 30 ft.; DV 18 (+8 Reflex); Attack +11/+6 melee, or +10/+5 ranged; Fort +13, Ref +8, Will +7; Str 16, Dex 14, Con 20, Int 10, Wis 12, Cha 10.
Skills and Feats: Balance +10, Climb +10, Intimidate +5, Jump +10, Sense Motive +6, Spot +6, Swim +10, Wilderness Lore +5; Blind Fight, Combat Reflexes, Dodge, Endurance, Great Fortitude, Improved Recovery, Improved Unarmed Strike, Toughness.

Judge Lucio, Check-In Manager: Street Judge 3: HD 3d12 (25); Init +1 (+1 Dex); Spd 30 ft.; DV 14 (+4 Reflex); Attack +4 melee, or +4 ranged; Fort +3, Ref +4, Will +2; Str 13, Dex 13, Con 10, Int 9, Wis 9, Cha 9.
Skills and Feats: Computer Use +5, Knowledge (law) +6, Medical +3, Search +2, Spot +2, Technical +3; Luck of Grud (x2), Skill Focus (computer use), Skill Focus (knowledge - law), Skill Focus (technical).

Judge Salz, Sector Control Chief: Street Judge 12: HD 12d12+12 (95); Init +4 (+4 Improved Initiative); Spd 30 ft.; DV 19 (+9 Reflex); Attack +11/+6/+1 melee, or +14/+9/+4 ranged; Fort +9, Ref +9, Will +10; Str 9, Dex 12, Con 12, Int 11, Wis 11, Cha 10.
Skills and Feats: Computer Use +15, Drive +8, Medical +6, Knowledge (law) +15, Knowledge (sector 190)+10, Listen +6, Medical +6, Streetwise +3; Alertness, Improved Critical (Lawgiver), Improved Initiative, Iron Will, Point Blank Shot, Intuit Perp, Lightning Reload, Nark, Quick Draw, Sixth Sense, Skill Focus (knowledge - law), Skill Focus (knowledge - sector 190), Weapon Focus (lawgiver).

Tek-Judge Day, Firing Range Gunnery Chief: Street Judge 8/Tek-Judge 3: HD 8d12+3d10+22 (94); Init +3 (Dex +3); Spd 30 ft.; DV 22 (+12 Reflex); Attack +11/+6/+1 melee, or +14/+9/+4 ranged; Fort +11, Ref +12, Will +11; Str 12, Dex 16, Con 14, Int 12, Wis 15, Cha 14.
Skills and Feats: Bluff +6, Computer Use +9, Concentration +14, Intimidate +6, Knowledge (engineering) +8, Knowledge (law)+7, Knowledge (sector 190)+8, Listen +5, Ride +10, Sense Motive +4, Spot +6, Streetwise +8, Technical +12; Data Access, Far Shot, Leadership, Point Blank Shot, Rapid Shot, Skill Focus (computer use), Skill Focus (ride), Skill Focus (technical), Weapon Focus (bike cannon), Weapon Focus (dead shot rifle), Weapon Focus (Lawgiver).

Tek-Judge Forrester, Deputy Chief Hangar Mechanic: Street Judge 5/Tek-Judge 7: HD 5d12+7d10+36 (112); Init +4 (+4 Improved Initiative); Spd 30 ft.; DV 21 (+11 Reflex); Attack +10/+5 melee, or +11/+6/+1 ranged; Fort +13, Ref +11, Will +12; Str 11, Dex 11, Con 15, Int 11, Wis 13, Cha 13.
Skills and Feats: Computer Use +8, Concentration +4, Drive +6, Intimidate +9, Knowledge (engineering)+14, Knowledge (law) +4, Medical +4, Pilot +12, Ride +6, Sense Motive +8, Streetwise +6, Technical +9; Control Crash (pilot), Great Fortitude, Data Access, Improved Initiative, Iron Will, Lightening Reflexes, Skill Focus (computer use), Skill Focus (pilot), Skill Focus (technical), Weapon Focus (Lawgiver).

Tek-Judge Vincent, Deputy Chief Ground Mechanic: Street Judge 6/Tek-Judge 6: HD 6d12+6d10+12 (89); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; DV 21 (+11 Reflex); Attack +10/+5 melee, +12/+7/+2 ranged; Fort +11, Ref +11, Will +12; Str 10, Dex 12, Con 12, Int 12, Wis 16, Cha 14.
Skills and Feats: Computer Use +15, Concentration +6, Drive +10, Intimidate +8, Knowledge Knowledge (engineering) +10, Knowledge (law) +6, Listen +6, Pilot +5, Ride +5, Sense Motive +5, Spot +7, Streetwise +8, Technical +16, Tumble +8; Control Crash (Drive), Data Access, Emergency Stop, Improved Initiative, Iron Will, Nerves of Steel, Quick Draw, Skill Focus (computer use), Skill Focus (drive), Skill Focus (technical), Speed Roll, Weapon Focus (Lawgiver).

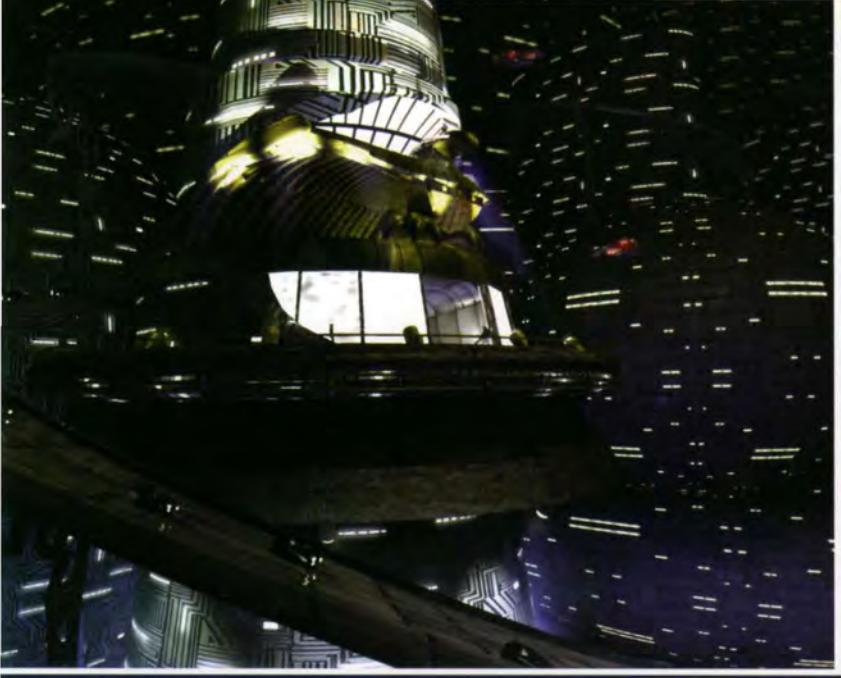
Sector House Gunner: Street Judge 8/Heavy Weapons Judge 3: HD 11d12+11 (88); Init: +3 (Dex +3); Spd 30 ft.; DV 24 (+14 Reflex); Attack +12/+7/+2 melee, or +15/+10/+5 ranged; Fort +10, Ref +14, Will +9; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 12.
Skills and Feats: Computer Use +8, Concentration +14, Drive +6, Knowledge (law) +6, Knowledge (tactics) +8, Ride +8, Streetwise +4, Technical +10; Far Shot, Lightning Reflexes, Nerves of Steel, Point Blank Shot, Rapid Aim, Skill Focus (concentration), Weapon Focus (Peterson heavy fast action laser cannon), Weapon Focus (Lawgiver), Weapon Focus (anti-personnel laser cannon), Weapon Specialisation (Lawgiver), Weapon Expertise (anti-personnel laser cannon).

Tek-Mechanic: Street Judge 5/Tek-Judge 4: HD 5d12+4d10 (60); Init +0; Spd 30 ft.; DV18 (+8 Reflex); Attack +10/+5 melee, or +8/+3 ranged; Fort +8, Ref +8, Will +12; Str 15, Dex 10, Con 10, Int 13, Wis 14, Cha 11.
Skills and Feats: Computer Use +12, Concentration +7, Drive +10, Intimidate +5, Knowledge (engineering) +13, Knowledge (law) +6, Pilot +12, Ride +6, Sense Motive +5, Technical +12; Control Crash (drive), Control Crash (pilot), Data Access, Iron Will, Nerves of Steel, Skill Focus (computer use), Skill Focus (drive), Skill Focus (pilot), Skill Focus (technical).

Dredd's Comportment

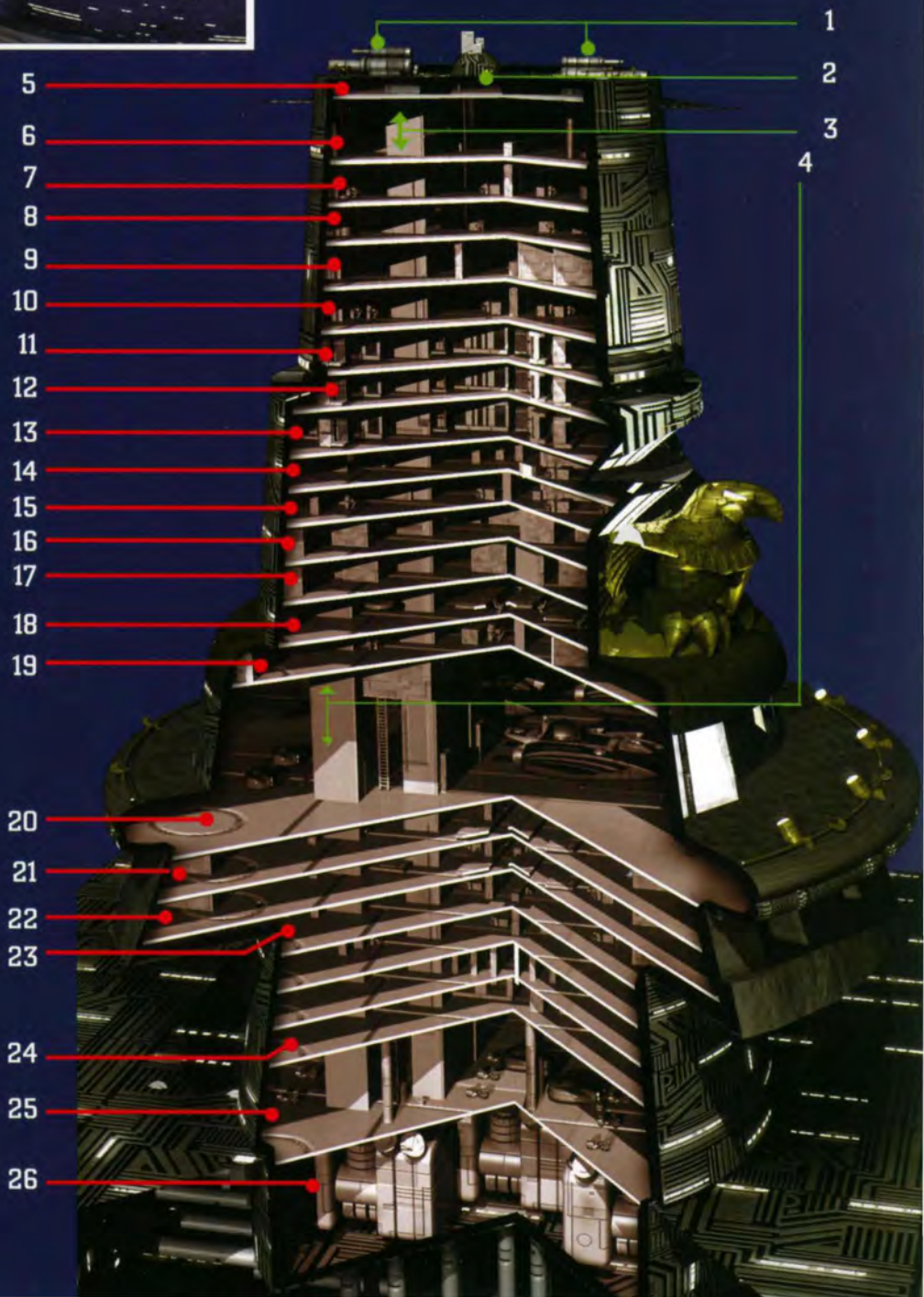
'If a few thousand screwballs are the price we have to pay for Law and order, so be it.'

On the By-Products of An Effective Justice System



Sector House 190

1 Peterson Heavy Laser Cannon
2 Communications Centre
3 AGC Cluster
4 Cargo Elevator
5 Emergency Platform
6 Chief Observatory
7 Sector Control
8 Sector Command Offices
9 Briefing and Conference Room
10 Sector House Security
11 Senior Judges Quarters
12 Dormitories and Mess Hall
13 X-Deck
14 Personnel and Accounts
15 Judicial Med-Bay
16 Civilian Med-Bay
17 Interrogation Cubes
18 Holding Pens
19 Check-In
20 Hangar Bay
21 - 22 Tek Bay
23 Firing Range
24 Quartermasters
25 Ground Vehicle Garage
26 Tesseract Power Generators



The Rookie's Guide to the Justice Department

The Justice Department is the huge, sprawling organisation that governs and regulates the lives of every citizen within Mega-City One. The judges on the street are merely the most visible portion of this gigantic administrative body and though the maintaining of Law and order is paramount, the Justice Department also controls or monitors all governmental bodies within Mega-City One, ensuring every citizen is provided for and protected from enemies both within and without.

Every judge on the street is far more than a well-trained individual committed to upholding the Law. He also has the entire weight of the Justice Department behind him, and can call upon its resources throughout his career. With this authority comes a terrible responsibility, for a judge is sworn to protect every citizen from harm.

Inside You Will Find:

Organisation: Learn how the massive structure of the Justice Department is able to combine its resources to fight any threat to Mega-City One.

Specialist Judges: Train hard and specialise your character to join the Acc-Div, Heavy Weapons Squad, Holocaust Squad, Pursuit Squad or attain the rank of Sector Chief.

Clones and Bloodlines: To fight escalating crime levels, many judges are cloned from those individuals who have distinguished themselves in the line of duty. Judge characters can now use bloodlines from such personalities as Fargo and Solomon.

Back Up and Sector House Resources: A judge never has to work alone on the streets – call upon the massive resources of the Justice Department and get the help of Bomb Squads, Credit Squads, the Dream Police and many more.

Justice Department Weaponry: There are times when even a Mk II Lawgiver won't do. Learn how to use the Widowmaker, Clearcoast Wall Gun, Urban Nuke and dreaded TAD.

Special Issue Equipment: In order to aid investigations, the Justice Department has a massive amount of specialised equipment judges may requisition, such as the Long Ear surveillance device, Dream Machine and Tracer Dart.

Vehicles and Robots: The Manta Prowl Tank was just the beginning – now the Justice Department can count on the awesome might of the Omni Tank, S-Wagon and Mechanismo robots.

Locations: Includes full details on the most important Justice-Department owned landmarks of Mega-City One.

Sector House 190: A completely detailed Sector House, ready to be used in any campaign.

2000 AD

A Supplement for Games Masters and Judges

Rebellion

The Judge Dredd Roleplaying Game

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